

Doomsday Engine - Feature #2190

Include 3D model animation state in saves

2016-12-22 08:40 - skyjake

Status:	Closed	Start date:	2016-12-22
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	2.0 – Home UI & Packages		
Description			
<p>When 3D models are in use, they may have client-side animations and scripted behavior that the game is not aware of. This information would be lost when saving and loading a game. The engine needs to serialize and insert its own internal state when the game is writing a save.</p> <p>In practice, the internal state is written in a new file inside the save archive. If missing, the loader will simply fall back to the old behavior of resetting the internal state of objects when loading a save.</p>			
Related issues:			
Related to Feature #8: New GL2 based model renderer		Closed	2013-10-11

History

#1 - 2016-12-22 08:40 - skyjake

- Parent task deleted (#8)

#2 - 2016-12-22 08:40 - skyjake

- Related to Feature #8: New GL2 based model renderer added

#3 - 2017-01-20 13:00 - skyjake

- Status changed from Resolved to Closed