Doomsday Engine - Feature #1164

Animation sequences defined using DEDs

2003-05-26 15:11 - skyjake

Status:	Closed	**Start date:**	2003-05-26
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:			

Description

Currently all texture animations are hard-coded.
They should be moved into a definition file.

Labels: Customizability

History

#1 - 2003-05-29 18:30 - skyjake

Logged In: YES
user_id=717323

This will be in 1.7.12. Random timing is possible. (Hexen
needs it, anyway.)

#2 - 2003-08-07 23:23 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Will there be random timing for the animation sequence
frames?