

## Doomsday Engine - Feature #1190

### External scripts for mobj behavior

2003-06-15 14:47 - skyjake

<b>Status:</b> Progressed	<b>Start date:</b> 2003-06-15
<b>Priority:</b> High	<b>% Done:</b> 30%
<b>Assignee:</b> skyjake	
<b>Category:</b> Redesign	
<b>Target version:</b> Modding	
<b>Description</b> Making monster AI external would allow for far more customizability. In Duke Nukem 3D all monster/object AI was handled via external scripts, which made use of built in AI functions such as: LookAtPlayer, RunAway, FollowPlayer etc...  The scripting language should also incorporate ACS.  This would leave only the game related routines in the dll's.  Dani J666  <b>Labels:</b> Customizability	
<b>Related issues:</b>	
Related to Feature #1608: Integrate Doomsday Script	<b>Progressed</b> 2013-10-22
Related to Feature #1620: XG 2.0	<b>Progressed</b> 2010-04-20

### History

#### #1 - 2003-06-15 23:18 - skyjake

Logged In: YES  
user\_id=717323

This is pretty much what I'm planning for version 2.0, with the exception that the game DLL may provide 'default' AI routines for everything (since the code is already there, and there's LOTS of it).

Not going to happen in the 1.7/1.8 series.

#### #2 - 2013-10-19 18:52 - skyjake

- Tags set to Scripting, Mod, Gameplay  
- Category set to Redesign

#### #3 - 2013-10-20 20:44 - skyjake

- Priority changed from Normal to High

#### #4 - 2019-11-29 16:12 - skyjake

- Status changed from New to Progressed  
- Assignee set to skyjake  
- Target version set to Modding  
- % Done changed from 0 to 30

Some progress in this area. In 2.2, it is possible to use Doomsday Script in state actions functions. Given the right bindings to game-side objects, one could implement quite sophisticated monster logic entirely in DS.

#### #5 - 2019-11-29 16:13 - skyjake

- Subject changed from Mobj AI moved to external scripts to External scripts for mobj behavior

**#6 - 2019-11-29 16:13 - skyjake**

- Related to Feature #1620: XG 2.0 added