Doomsday Engine - Feature #1212

jDoom: Extra weapon states

2003-06-28 07:30 - skyjake

Status:	Closed	**Start date:**	2003-06-28
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

Dani J666 suggests: "A new state that runs after the firing state eg to show a weapon cooling down (chaingun) and also an idle state."

These may be possible to do without any changes to jDoom.dll.

Labels: Customizability

History

#1 - 2003-06-28 21:54 - danij

Logged In: YES
user_id=849456

Resolved using additonal state definitions.

#2 - 2005-05-29 14:30 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

I've tried changing the objects+values.ded and have added an extra state in the ready state. But the Action_WeaponReady only works for the first state. It means that any subsequent states prvent the weapon from being fired untill it's back in the first ready state.

Dani J666