

Doomsday Engine - Feature #1219

Configurable missile spawn points

2003-07-02 15:54 - skyjake

Status: Rejected	Start date: 2003-07-02
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version:	
Description When using models, and a monster shoots a missile it is spawned from the center of the object. This looks fairly strange, a good example is the cyberdemon. It would be usefull if we could specify a spawn point (x y z) in the ded that would enable missiles to be spawned at the correct position (ie from the gun/hand position). This would also require the coords to be rotated based on the object angle. Dani J666 Labels: Customizability	
Related issues: Related to Feature #1276: Attach dynamic lights on models New 2003-09-04	

History

#1 - 2003-07-02 23:05 - skyjake

Logged In: YES
user_id=717323

This shouldn't be too difficult to implement.

The Thing definition already has four Misc values, which are currently unused by jDoom. It would be easiest to have cylinder coordinates: Z offset, angle, distance from mobj origin.

Only problem: Changing the spawn point is a change in gameplay. Large offsets will break some maps (spawn inside wall). Does it look good for both sprites and models? The game can't alter gameplay depending on whether models are enabled or not...

#2 - 2003-07-03 15:29 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Good point. It would have to be an option in that case.

The models should be roughly the same size as the sprites though, so as long as they aren't bigger than the 'actual size' defined by the game they shouldn't appear in walls?

Dani J666

#3 - 2013-10-20 21:12 - skyjake

- Tags set to 3DModel

- Category set to Enhancement

#4 - 2019-11-29 16:02 - skyjake

- *Status changed from New to Rejected*