Doomsday Engine - Feature #1220

Cutscenes

2003-07-03 04:13 - skyjake

Status:	Rejected		**Start date:**	2003-07-03
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:				

Description

Cutscenes that can be played before, during, and after levels. Nothing overly elaborate. Using the engine to generate them. I don't believe playing MPEGs, AVIs etc... is required as they are often too large and I don't believe anyone has the proper equipment to generate worthwhile clips. Maybe the ability to have dialogue, either by voice or writing at the bottom of screen. More for TCs then for Doom projects.

Labels: Scripting

Related issues:

Related to Feature #1614: Improved demo recording and playback	**New**	**2014-04-19**

History

#1 - 2003-07-03 15:26 - skyjake

Logged In: YES
user_id=717323

Plans for the scripting in Doomsday 2.0 include this kind of stuff.

#2 - 2013-10-20 21:16 - skyjake

- Tags set to InFine, Demo, Scripting

- Category set to Enhancement

This sounds like something that's perfectly doable with InFine and demos.

#3 - 2019-11-29 16:03 - skyjake

- Status changed from New to Rejected

#4 - 2019-11-29 16:04 - skyjake

- Related to Feature #1614: Improved demo recording and playback added