

Doomsday Engine - Feature #1264

Conditional decorations

2003-08-12 13:19 - skyjake

Status: New	Start date: 2003-08-12
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering	
Description If a sector uses texture x and texture x has decor lights defined then there should be a rules system which governs whether the lights are used. Eg: If Sector A is larger than specified size and ceiling texture is texture x then don't use lights. If Sector B is 64x64 and floor texture is teleporter texture then use effect B rather than effect A. This same system should be used for particle generators as well. This system should then only be used for maps that don't have map effect definitions. Dani J	
Labels: Data	
Related issues:	
Related to Feature #1301: Redesigned DED Reader	Progressed 2003-10-05
Related to Feature #1608: Integrate Doomsday Script	Progressed 2013-10-22
Related to Feature #1265: Map-specific definitions in a WAD lump	New 2003-08-12
Related to Feature #1617: Scoped definitions and variables	New 2013-10-21

History

#1 - 2013-10-21 07:28 - skyjake

- Tags set to Definitions, Scripting, Decorations
- Subject changed from Wad Interpretation - Effect Conditions to Conditional decorations
- Category set to Enhancement

#2 - 2019-11-29 16:20 - skyjake

- Target version set to Rendering