

Doomsday Engine - Feature #1265

Map-specific definitions in a WAD lump

2003-08-12 13:24 - skyjake

Status:	New	Start date:	2003-08-12
Priority:	Low	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Modding		
Description Allow certain effects to be added on a per map basis, by using the already existing ded format for particle generators/decor lights etc as a raw Lump in the wad. If this lump is found then obviously the Wad Interpretation Conditions should not be used.			
Related issues: Related to Feature #1264: Conditional decorations			
		New	2003-08-12

History

- #1 - 2013-10-21 07:30 - skyjake
- Tags set to Definitions, MapData
 - Subject changed from Map Effect Definitions to Map-specific definitions in a WAD lump
 - Category set to Enhancement
- #2 - 2013-10-21 07:34 - skyjake
- Description updated

If this lump is found then obviously the Wad Interpretation Conditions should not be used.

I'm not sure why, though? The map-specific lump would override whatever "global" definitions exist.

However, this feature should be reconsidered in the wider context of scoped definitions and how such definitions are resolved in practice for a particular map.

- #3 - 2013-10-21 12:34 - danij
- Given a scoping mechanism is in place, I don't see any need for a map-specific definition set. All such a feature would do is complicate definition parsing with no real benefit.
- #4 - 2013-10-21 12:42 - skyjake
- Priority changed from Normal to Low

This might have some value as a compatibility feature, assuming the lump was being used for some Doomsday-specific niceties in an otherwise vanilla compatible map. In practice all the contained defs could be parsed as though they had a map scope in place.

Lowering priority, though.

- #5 - 2019-11-29 15:21 - skyjake
- Target version set to Modding