

Doomsday Engine - Feature #1273

Model anim with 1-state objects

2003-09-02 16:10 - skyjake

Status: Closed	Start date: 2003-09-02
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description Add a new df-flag for "world time animation". The Interpolate {} values will define an offset and the number of seconds for one Inter cycle (the time it takes for inter to slide from zero to one). This is intended to make it possible to animate objects that have only one state (e.g. scenery objects). Labels: Graphics	

History

#1 - 2006-08-02 03:27 - skyjake

Logged In: YES
user_id=717323

Added "df_worldtime".