

Doomsday Engine - Feature #1280

Stages for decorations

2003-09-07 22:37 - skyjake

Status: Closed	Start date: 2003-09-07
Priority: Normal	% Done: 100%
Assignee: danij	
Category: Redesign	
Target version:	
Description Animate Decorations by providing multiple Stages. Not terribly difficult to implement but requires more than just a couple of changes. <pre>Decoration { Glow { Stage { ... } } Light { Stage { Time = 2; Radius = 1; } Stage { Time = 1; Radius = .2; } } }</pre>	
Related issues: Related to Feature #1296: Light Stages for animated light sources New 2003-10-03	

History

#1 - 2013-10-21 08:02 - skyjake

- Tags set to Decorations, Definitions
- Subject changed from Stages for Decorations to Stages for decorations
- Description updated

#2 - 2013-10-21 08:03 - skyjake

- Tags changed from Decorations, Definitions to Decorations, Definitions, Animation

#3 - 2015-03-07 09:34 - danij

- Category set to Redesign
- Status changed from New to Closed
- Assignee set to danij
- % Done changed from 0 to 100

This was actually implemented some time ago now, for Doomsday 1.10 in fact.