

Doomsday Engine - Feature #1325

Feature # 1768 (Progressed): Boom compatibility

Boom line types and sectors

2004-02-08 22:03 - resurrection

Status: Progressed	Start date: 2004-02-08
Priority: High	% Done: 20%
Assignee:	
Category: 3rd party compatibility	
Target version: Modding	
Description is it possible to make BooM line/sector types compatible with doomsday (if not already there) AND to add BooM typ lines and sectors to the XG ref/codes	
Labels: XG	
Related issues:	
Related to Feature #1429: Support for Freedom	Closed 2015-12-18
Related to Feature #1552: Tag 667 Compatibility Option	New 2012-02-11
Related to Feature #1399: XG plane movers vs. normal doors	New 2006-02-25
Has duplicate Feature #1251: Integrated Boom support	Closed 2003-07-26

History

#1 - 2013-10-20 20:51 - skyjake

- Tags set to Boom
- Category set to 3rd party compatibility
- Priority changed from Normal to High

#2 - 2013-10-20 20:53 - skyjake

- Status changed from New to In Progress
- % Done changed from 0 to 20

#3 - 2014-04-18 08:40 - skyjake

- Parent task set to #1768

#4 - 2015-05-08 19:29 - rhargrave

I think that it might be helpful to have a list of yet-to-be-implemented BOOM features along with technical details, as 64tc appears to use some unimplemented BOOM features. Is there such a list right now?

#5 - 2015-05-08 19:46 - skyjake

rhargrave wrote:

Is there such a list right now?

I don't think there is. I believe this is the most comprehensive explanation of BOOM status (see the forums post link):

<http://tracker.dengine.net/issues/1768#note-1>

#6 - 2016-07-06 00:02 - skyjake

- Status changed from In Progress to Progressed

#7 - 2019-11-29 12:31 - skyjake

- Target version set to Modding

#8 - 2019-11-29 23:06 - skyjake

- Assignee deleted (daniij)