

Doomsday Engine - Feature #1326

Communication between XG & InFine

2004-02-10 18:20 - danij

<b>Status:</b>	Closed	<b>Start date:</b>	2004-02-10
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Description</b>  Communication between XG & InFine The ability to pass varriables from an XG Line Type to InFine (eg count, act tag) and then be able to manipulate the passed varriable within InFine could create a lot of opportunites for mappers.  In combination with InFine commands to activate/deactivate XG lines/chains this would be a very powerfull feature.  Though I would imagine this would be VERY troublesome to implement.  <b>Labels:</b> XG			