

Doomsday Engine - Feature #1328

Modify Default Grid and Textures on Sector Planes

2004-02-17 21:21 - tolwyn

Status:	Closed	Start date:	2004-02-17
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:			
Description I'd like per-sector Grid Delta (change) support. Meaning, in a DED file or by special Sector Tag (?), you define which Sector Number(s) to affect, and what grid to apply to that defined grid group. First, you define a custom grid, and then list the sector numbers to have that custom grid apply. 16x16, 32x32, 64x64 (default), 128x128, up to max-texture size supported.* • including 64x32, 128x64, etc. etc. If sector is not defined, then the default 64x64 is used. I'd also really like to see the ability to apply any texture to a sector plane. Labels: Map Editing			

History

#1 - 2004-02-20 18:52 - daniij

Implemented in 1.9.0-beta6

#2 - 2009-10-04 21:14 - daniij

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The ability to scale textures on any surface would indeed be a great addition.

There is a lot involved though as all the "addons" such as light decorations and shiny surfaces would need to react too.