Doomsday Engine - Feature #1332

Send commands to any running script + start/stop (1.8)

2004-02-25 12:00 - danij

Status:	Closed	**Start date:**	2004-02-25
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

In the combined scripting system in 1.8 can the functionality to send any script comand to and other currently running script?. You might have to make the scripter pre-initialize/run the other script first though? Plus the abilty to start & stop other scripts?

This would create a very easy sytem to work with.

Labels: Scripting

History

#1 - 2004-02-29 03:49 - skyjake

Logged In: YES
user_id=717323

> can the functionality to send any script comand to and other currently running script?

What exactly do you mean? Could you give an example of a situation where you'd want to do this?

#2 - 2004-03-15 16:14 - danij

Logged In: YES
user_id=849456

Sorry, should have been more specific:

Scripts that work like functions. If your running one script and X happens start another script with X as a variable. So eg:

Script{
Name = "Count Monsters"
X = number of mobj type POSSESSED
Y = number of mobj type SHOTGUY
Z = number of mobj type UNDEAD
StartScript Display
}

Script(X, Y, Z){
Name = "Display"
// DO some fancy InFine script displaying a head count
}

Very basic example that doesn't even need to be a function but you get the idea.