

Doomsday Engine - Feature #1334

Change line type on activation/deactivation

2004-03-02 00:15 - danij

Status: Closed	Start date: 2004-03-02
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Eg after a plane move it would be very usefull if you could change the line type of the refering line. eg: set line type to 1 in editor type 1 is "move lift up" when finished set type to 2 type 2 is "move lift down" when finished set type to 1 This would negate the need to use the following complex chain sequences: set line type to 1 in editor type 1 is Chain do type 2 do type 3 type 2 move floor up type 3 change type to 4 type 4 is Chain do type 5 do type 6 type 5 move floor down type 6 change type to 1 Labels: XG	

History

#1 - 2004-03-24 13:58 - danij

Logged In: YES
user_id=849456

Implemented for 1.9.0

The following options have been added to the Line Type definition:

Act type = # "XG line type id"
Deact type = # "XG line type id"

These are POST function actions (ie they happen after the function of a line class has been executed).