

## Doomsday Engine - Feature #1350

### Stair Builder: spread build on tagged sector range

2004-07-21 11:17 - danij

<b>Status:</b> New	<b>Start date:</b> 2004-07-21
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Modding	
<b>Description</b> A really cool and usefull feature for XG would be a spread stair build using a tagged sector range. This would enable stairs that don't actually connect and other tricks  So in your map editor you would tag a range of sectors eg 1 - 16. Then in your XG stair builder class you simply give it the data components (sector tags) of the first and last sectors in the stair build.  <b>Labels:</b> XG	
<b>Related issues:</b> Related to Feature #1620: XG 2.0 <span style="float: right;"><b>Progressed</b> 2010-04-20</span>	

#### History

##### #1 - 2013-10-21 17:11 - skyjake

- Tags set to XG, Scripting
- Subject changed from Stair Builder - Spread build on tagged sector range to Stair Builder: spread build on tagged sector range

##### #2 - 2017-04-03 18:48 - skyjake

- Target version set to Modding