

Doomsday Engine - Feature #1350

Stair Builder: spread build on tagged sector range

2004-07-21 11:17 - danij

Status: New	Start date: 2004-07-21
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description 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. Labels: XG	
Related issues: Related to Feature #1620: XG 2.0 Progressed 2010-04-20	

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