

## Doomsday Engine - Feature #1365

### XG additions and improvements

2004-09-29 18:19 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2004-09-29
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Silent teleport & teleport line classes: I have only just realised that there is no support for teleporters in XG at all.  It would be very useful to have both regular and silent teleports implemented in XG.  Seperating the real and drawn height of planes: Another very useful feature would be seperating the real height and the drawn height of floors and ceilings so that you could offset the real height (and/or) the drawn height using XG line classes. It would be nice to have the option to specify them diectly in an XG sector type also.  Seperate lighting for floor and ceiling: It is possible using doom.exe tricks (which Doomsday supports) to use different lighting on the floor and ceiling of the same sector, however it is a very messy method. It would be far better if this could be achieved (and modified) via XG.  Translucent mid textures on twosided lines set via a value in an XG line.  <b>Labels:</b> XG	

#### History

#1 - 2004-11-23 09:41 - danij

Most of these have either already been implemented or are now in svn for 1.9.0-beta6.