

Doomsday Engine - Feature #1375

XG THING anchors for reference purposes

2005-04-01 00:57 - danij

Status: Closed	Start date: 2005-04-01
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description The idea is to be able to acquire references (plane/sector only) based on if there is at least one of a certain THING in a sector. So that for example all sectors with at least one POSSESSED can be referenced. This feature could be very useful to mod makers. Plus it would allow another method of "tagging" by allowing them to create new THINGS to act as anchors. Sometimes this would be easier than using the existing tag or XG's Act Tag. Labels: XG	

History

#1 - 2005-04-03 12:19 - danij

Logged In: YES
user_id=849456

Implemented for 1.9.0

The following new references have been added:

lpref_thing_exist_floors
lpref_thing_exist_ceilings
lpref_thing_noexist_floors
lpref_thing_noexist_ceilings

Use the above to reference planes which belong to sector(s) that have: at least one, or no things of a certain type (eg POSSESSED) within them.

The type is set using either the Thing type or Ap9 params.

#2 - 2005-08-21 15:35 - skyjake

Logged In: YES
user_id=717323

This should be quite straightforward to implement. There is already a loop in XL_TraversePlanes that iterates through all sectors.

There one could check each sector's things for a thing of the referenced type.