

Doomsday Engine - Feature #1380

lpref_back_floor and lpref_back_ceiling

2005-04-22 15:53 - danij

Status: Closed	Start date: 2005-04-22
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Needed to offer similar functionality to BOOM. Same as lpref_my_floor/lpref_my_ceiling except that the target plane is on the back of the refering line instead of the front. These two new references will be needed in my plan to offer BOOM compatibility using XG in Doomsday engine games. Labels: XG	

History

#1 - 2005-04-22 21:10 - danij

Logged In: YES
user_id=849456

The following new references have been added for 1.8.7

lpref_back_floor
lpref_back_ceiling
lightref_back
lsref_back
spref_back_floor
spref_back_ceiling

#2 - 2005-04-23 02:16 - danij

Logged In: YES
user_id=849456

Forgot to mention:

Similar _back variants should be added to lsrefs, sprefs and lightrefs.