Doomsday Engine - Feature #1394

Consistent map scoping in definitions

2005-11-06 10:50 - yagisan

Status:	New		**Start date:**	2005-11-06
Priority:	High		**% Done:**	0%
Assignee:				
Category:	Redesign			
Target version:	Modding			

Description

When setting BIAS light source definitions I can set
the map like this:

Map = "e1m3|doom|iwad|doom1-ultimate"

But when setting map for anything else that format is
not understood, and I need to set it like this:

Map = "E1M3"

This makes it rather difficult to set up DEDs that
should only be active in specific pwads. I think the
DED code should be updated so that:
Map = "e1m3|doom|iwad|doom1-ultimate" formated strings
are understood by all other objects.

Related issues:

Related to Feature #1617: Scoped definitions and variables	**New**	**2013-10-21**
Related to Feature #1608: Integrate Doomsday Script	**Progressed**	**2013-10-22**

History

#1 - 2013-10-21 20:58 - skyjake

- Tags set to Definitions, Scripting

- Subject changed from Make DED Map handleing consistant. to Consistent map scoping in definitions

- Category set to Redesign

- Priority changed from Normal to High

While the example case is a bit outdated, I fully agree a scoping mechanism must be consistent in syntax and semantics.

#2 - 2018-11-23 14:30 - Drako

After that feature is implemented the goal described in
https://talk.dengine.net/discussion/2624/is-it-possible-to-distinguish-between-maps-with-the-same-id-mapinfo-ded-package-id/ should be achievable.

#3 - 2019-11-29 21:25 - skyjake

- Target version set to Modding

#4 - 2019-11-29 21:25 - skyjake

- Related to Feature #1608: Integrate Doomsday Script added