Doomsday Engine - Feature #1404

Stopping time, while allowing camera movement

2006-06-20 19:05 - danij

Status:	Rejected		**Start date:**	2006-06-20
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:				
Target version:				

Description

The ability to completely stop "time" but still traverse the level as a camera would be VERY useful (not to mention really cool).

I can imagine using this while designing particle generators for example.

I don't think this would be too difficult to implement. Basically just pause the game but allow cameras to move around.

History

#1 - 2006-07-25 14:22 - deus-ex

Logged In: YES
user_id=1531504

If you completely stop "time" that would stop particle
generators as well, would'nt it? :B

You're probably better of just freezing the Monster AI and
halting the timer that stores the actual "play-
duration" (simply store that timer value to a variable and
write it back upon unfreezing the AI).

THAT'D BE REALLY COOL. :)

#2 - 2013-10-18 13:18 - skyjake

- Tags set to World, PlaySim

- Description updated

There could be factor similar to "settics" that controls how long game world ticks are. Pausing everything would be as easy as setting this factor to zero.

#3 - 2019-11-29 18:26 - skyjake

- Status changed from New to Rejected