

Doomsday Engine - Feature #1439

XG: Spawn objects at player location

2007-02-23 01:16 - batterymandark

Status: New	Start date: 2007-02-23
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description Hi, i would like to request a possibility to spawn objects in the player position, like the command "here" Since i will use dialogs whit multiply lines, to push the gameplay a bit more, this will be very usefull for me. this is a XG coding request as you see Labels: XG	

History

#1 - 2007-03-01 18:37 - daniij

- **assigned_to:** Daniel Swanson --> nobody
- **milestone:** --> Eventually

#2 - 2013-10-22 08:48 - skyjake

- *Tags set to XG*
- *Subject changed from a spesial request for n3d2005 to XG: Spawn objects at player location*

#3 - 2017-04-03 18:48 - skyjake

- *Target version set to Modding*