

Doomsday Engine - Feature #1459

Replacement of MT_POD unique behavior with flag

2008-02-18 18:06 - vermil

Status:	New	Start date:	2008-02-18
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Modding		
Description			
More an extension rather than a brand new feature request.			
Heretic has a shootable object that isn't auto aimed at, if you have auto aim on, in the form of it's Puff Pods (MT_POD).			
A rumage through the part of the Dday src that handles auto aiming (p_map.c in common) reveals this is handled by an exception in which Dday simply checks wheter any of the shootable things in the players view have an ID of "POD".			
<pre>// shoot a thing th = in->d.thing; if(th == shootthing) return true; // can't shoot self if(!(th->flags & MF_SHOOTABLE)) return true; // corpse or something #ifdef __JHERETIC__ if(th->type == MT_POD) return true; // Can't auto-aim at pods #endif</pre>			
If this could be done with a new flag instead of checking for the specific thing ID, it would allow a bit more creativity for mod makers at the cost of very little work to code in (I think it's even within my ability :p).			
And before you ask, yes I have already got ideas for such a flag if it was implemented.			

History

#1 - 2008-02-19 00:52 - vermil

Logged In: YES
user_id=1420350
Originator: YES

Figure that I might as well suggest this here rather than post a new request, since it is another flag suggestion/idea.

Simply, a flag to prevent a non-ground based foe (such as a Cacodemon) from lowering to the player's camera height at close range.

#2 - 2013-10-22 09:13 - skyjake

- Tags set to Mod
- Subject changed from Replacement of MT_POD unique behavior with flag? to Replacement of MT_POD unique behavior with flag
- Description updated

#3 - 2013-10-22 09:14 - skyjake

- Tags changed from Mod to Mod, Heretic

#4 - 2013-10-22 09:59 - skyjake

- Description updated

#5 - 2019-11-29 18:49 - skyjake

- Category set to Enhancement

- Target version set to Modding