

Doomsday Engine - Feature #1461

Separate chain/event derived/driven behaviour for XG

2008-03-02 22:23 - vermil

Status: New	Start date: 2008-03-02
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version: Modding	
Description Separate chain/event derived/driven behaviour from XG sectors so that the effects of things like Wind, Gravity etc can be used in XG sectors which also use chains.	
Labels: XG	
Related issues: Related to Feature #1620: XG 2.0 Progressed 2010-04-20	

History

#1 - 2013-10-22 09:18 - skyjake

- Tags set to XG, Scripting

I have a feeling XG 2.0 will not retain the chain mechanism as-is, however thanks to scripting there will be proper decoupling of XG effects from the actual lines/sectors.

#2 - 2017-04-03 18:48 - skyjake

- Target version set to Modding