

## Doomsday Engine - Feature #1465

### [XG] "Player needs object X" message

2008-07-05 20:00 - vermil

<b>Status:</b> New	<b>Start date:</b> 2008-07-05
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Modding	
<b>Description</b> If the player needs more than one object to activate an xg line, how's about the option to tell them they need more than one object rather than just the first object listed in the xg code.  Currently, for instance, A line requires a blue and yellow key (and they are written that order in the flag part of the def) to activate. If you try to use the line without either key, it will only tell you that you need the blue key.	
<b>Labels:</b> XG	
<b>Related issues:</b>	
Related to Feature #1620: XG 2.0	<b>Progressed</b> 2010-04-20
Related to Feature #1608: Integrate Doomsday Script	<b>Progressed</b> 2013-10-22

#### History

##### #1 - 2008-07-11 16:51 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

The problem with this is where do you draw the line? We could easily get into the situation where there is a need for all the unmet activation requirements (there are a lot) to be messaged to the player on attempted activation. Do we really want to do that?

##### #2 - 2013-10-22 09:23 - skyjake

- Tags set to XG, Scripting

- Subject changed from player needs object x message expansion to [XG] "Player needs object X" message

##### #3 - 2014-12-11 10:37 - vermil

To come back to this long dormant report. I was mainly thinking of multiple key requiring lines when I wrote it.

Boom has line types that require all three keys to use (I don't believe Boom has line types that require 2 of the 3 key types?) and it prints a generic 'this door requires all three keys' message when the player attempts to use it without all three.

I agree that perhaps printing messages for all player stat requirements (i.e health, armour etc), might be overkill. But printing a message that indicates the player is missing multiple keys (either a generic 'you don't have the right keys' message or a separate message for each required key; Dday by default displays up to four hud messages) is something that is very much in keeping with 'expected Doom behaviour' (or Boom has made it such).

Of course, this leads to the conundrum of XG key requiring lines not having auto map glows (and possibly maps using XG key requiring lines not being built with having glows in mind) and that potentially we will be able to make our own keys from scratch in future (I suppose if/when that day comes, we will be able to write all the appropriate hud messages for a new keys use though).

##### #4 - 2017-04-03 18:48 - skyjake

- Target version set to Modding