

## Doomsday Engine - Feature #1470

### Functionality of original Doom sector/line types vs XG

2008-08-11 10:40 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2008-08-11
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b>	
<p>The result of a conversation with Dani about what features of the original doom line/sector types currently can't be done in XG as of 1.9 Beta5:</p> <ol style="list-style-type: none"><li>1. Secret credit (type9): This lack of an xg equivalent can cause some visual imperfections if your map includes colored light because obviously you can't stick an xg sector on the secret credited sector.</li><li>2. XG Damaging sectors affected by Rad Suit. Speaks for itself.</li><li>3. There is no "monster_use" XG activation requirement, which among other things, prevents the creation of XG doors monsters can open (the only thing a monster can open in Dday is the original door line type 1). Of course a "monster_use" requirement might be very difficult to implement.</li><li>4. Certain original Doom plane movement effects stop if something is in the way. It would be cool to have a similar check you could place on any part of an XG def (though I doubt you could literally place such a thing on any part of a def, such as a line texture change).</li></ol> <p>Also, a glance through the beta5 teleporter XG reveals that non line activated teleports don't seem to have an option to remove the fog effect.</p>	
<b>Labels:</b> XG	

#### History

#1 - 2008-09-24 10:58 - danij

Closing as duplicate.