

Doomsday Engine - Feature #1489

Separate decor definitions for different plane types

2009-04-16 13:03 - vermil

Status: New	Start date: 2009-04-16
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Modding	
Description The ability to define separate decoration definitions for the same graphic depending upon what plane it is used on. A def to be used when the graphic is used on the floor, another one for when the graphic is used on the ceiling and another for walls. Perhaps a flag like dcf_pwad etc? Naturally, to maintain backward compatibility, the default would be to use the same decoration def for all surfaces (i.e. if none of the new flags alluded to above were present). Labels: Customizability	
Related issues: Related to Feature #1617: Scoped definitions and variables New 2013-10-21	

History

#1 - 2010-04-05 15:34 - vermil

I guess I should also add particle def's to the the above suggestion since they can be flat based.

#2 - 2013-10-22 10:03 - skyjake

- Tags set to *Decorations, Definitions, Mod*

#3 - 2013-10-22 10:05 - skyjake

- Subject changed from *Separate decor definitions for different plane surfaces* to *Separate decor definitions for different plane types*

#4 - 2019-11-29 18:50 - skyjake

- Category set to *Enhancement*

- Target version set to *Modding*