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