

Doomsday Engine - Feature #1494

InFine script for "MapTitle" display

2009-05-31 16:43 - vermil

Status:	Rejected	Start date:	2009-05-31
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Description As the title suggests. I would like to say have my map's name displayed on the auto map, but not when I start my map and vice versa.			
Labels: Map Editing			
Related issues:			
Related to Feature #1602: Improvements for map title in automap		New	2013-10-18
Related to Bug #966: [Doom] Use of CWILV graphics on automap		Progressed	2011-07-20

History

#1 - 2009-05-31 17:12 - vermil

While I'm talking about this. The ability for the map/auto map titles and author line to support infine like features. Currently it doesn't support any, not even the ability to start a new line.

Both also have character limits.

#2 - 2009-10-04 20:23 - vermil

Or perhaps the ability to disable the map title and/or automap level title at map level (i.e. via a map def). Currently the former can only be disabled globally in the console, while the later can't at all.

#3 - 2009-10-05 08:48 - danij

Can you give an example of a situation where you think denying the user this information would be desirable?

#4 - 2009-10-05 19:37 - vermil

When one wants not to display a map name at map start up, but still wants their map to have a name on the automap and vice versa.

Seriously though. The Map title is currently very limited in features. One can't choose a location for it on screen, how long it's there for etc etc

As such, in a mod of mine I use InFine to display my maps title how I wish to, simply because the map title get's in the way of other InFine I have set to run at map start up. This means I blanked the map name field in my Map def and as a consequence also lost the map title on the automap.

#5 - 2009-10-05 19:40 - danij

Sounds to me what you actually want is a way to utilize your "MapTitle" InFine script instead of the built in display. Rather than forcing the mod author to turn a bunch of different options off it would be much better to:

Check at map start whether this script is present
if so, run it.
else use the built in display.

#6 - 2010-04-21 19:30 - danij

Actually, no need to have any internal display. If we move the current display out to an InFine script, a mod author can simply override it with their own script.

#7 - 2013-10-22 10:12 - skyjake

- Tags set to UI, InFine, Mod

On a general level, it would make a lot of sense to have InFine draw the map title, however this requires serious upgrades to InFine's scripting capabilities. (Fortunately, this is in the plans: [#1608](#))

#8 - 2019-11-29 18:51 - skyjake

- *Status changed from New to Rejected*