Doomsday Engine - Feature #1499

Flag to disable mobj respawn on specific types

2009-09-21 12:57 - vermil

Status:	New		**Start date:**	2009-09-21
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:				
Target version:	Modding			

Description

A mobj based flag to disable it from respawning if item or bad guy respawn is turned on (i.e if the player is playing on Nightmare).

My specific reasoning for this is scripting that has mobj_gone requirements.

If the effects of a mobj_gone def don't occur instantly after the mobj they are checking for is picked up or removed, the bad guy/item that the script is checking for may well respawn before the script can be activated

As an example, say you've got a switch across the other side of the map that only activates when all the Cyber Demons on the map are dead: the player may not be able to reach the switch before at least one Cyber Demon respawn's.

Labels: Gameplay

History

#1 - 2013-10-22 10:33 - skyjake

- Tags set to Mod, Scripting, XG

- Subject changed from A flag to disable item/bad guy respawn on specific mobjs. to Flag to disable mobj respawn on specific types

#2 - 2017-04-03 18:48 - skyjake

- Target version set to Modding