

Doomsday Engine - Feature #1507

[InFine] Option to pause playing script if the game is paused

2010-01-23 21:40 - vermil

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|--|---------------------------------|
| Status: New | Start date: 2010-01-23 |
| Priority: Normal | % Done: 0% |
| Assignee: | |
| Category: | |
| Target version: Modding | |
| Description | |
| The ability to pause playing infine if the game is paused and/or the menu opened. Perhaps via a flag one can place in a def. Maybe all in map InFine should be paused when the menu is open or the game is paused; currently they continue running in both cases, which can cause issues if the infine is suppose to be synched to events in the game world. | |
| Related issues: | |
| Related to Bug #613: [InFine] Inadvertent background animation | New 2009-02-25 |
| Has duplicate Feature #1536: In map InFine pauses when the menu is open? | Closed 2011-05-12 |

History

#1 - 2013-10-22 10:45 - skyjake

- Tags set to XG, Gameplay, Scripting

- Subject changed from *The ability to pause playing infine if the game is paused* to *[InFine] Option to pause playing script if the game is paused*

Could simply be a flag in the InFine definition (pause when game paused).

#2 - 2013-10-22 11:19 - skyjake

- Description updated

#3 - 2017-04-03 18:48 - skyjake

- Target version set to Modding