Doomsday Engine - Feature #1522

Sprite scaling

2010-10-17 21:16 - vermil

Status:	Rejected	**Start date:**	2010-10-17
Priority:	Low	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:			

Description

One can scale models and sub models in a model def. One can scale any graphic in Infine. One can scale a detail texture... admittedly, there is, as of writing, no scale command for layers in an material def.

Why not a similar mobj state or mobj def (like the always lit mobj flag optionally allows one to avoid having to edit every single state of a mobj) for scaling?

Labels: Customizability

History

#1 - 2013-10-22 10:57 - skyjake

- Tags set to Renderer, Sprites, Mod

- Subject changed from Some sort of scale command for sprites to Sprite scaling

- Category set to Enhancement

- Priority changed from Normal to Low

#2 - 2019-11-29 15:44 - skyjake

- Status changed from New to Rejected