

Doomsday Engine - Feature #1524

[XG] Ability to do anything with ammo, weapons and artefacts

2010-10-26 20:49 - vermil

Status:	New	Start date:	2010-10-26
Priority:	High	% Done:	0%
Assignee:			
Category:			
Target version:	Modding		
Description <p>XG can be used to alter (i.e add or remove) the player's health, armour and keys in various ways and all can be requirements (i.e. line X won't activate if the player doesn't have a blue key card and more than 150 armour).</p> <p>However, there is no similar set of functions for ammo, weapons (including HeXen weapon pieces) or artefacts. XG can't alter or use any of these as a requirement at tall.</p> Labels: XG			
Related issues: <p>Related to Feature #1620: XG 2.0</p> <div>Progressed2010-04-20</div>			

History

- #1 - 2013-10-22 10:59 - skyjake
 - Tags set to XG, Scripting
 - Subject changed from XG: Ability to do anything with ammo, weapons and artefacts to [XG] Ability to do anything with ammo, weapons and artefacts
 - Priority changed from Normal to High
- #2 - 2017-04-03 18:48 - skyjake
 - Target version set to Modding