

Doomsday Engine - Feature #1537

[XG] Activation event option when changing line types

2011-05-15 16:00 - vermil

Status:	New	Start date:	2011-05-15
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:	Modding		
Description A way to send an (de)activation event immediately after changing a line type.			
Labels: XG			
Related issues: Related to Feature #1620: XG 2.0			
		Progressed	2010-04-20

History

- #1 - 2013-10-22 11:21 - skyjake
- Tags set to XG, MapData, Scripting
 - Subject changed from XG: (de)activation event option when changing line types to [XG] Activation event option when changing line types
- #2 - 2017-04-03 18:48 - skyjake
- Target version set to Modding