Doomsday Engine - Feature #1539

Armor, powerups (object status) controls 3D model representation

2011-06-18 00:09 - zoeikon

Status:	Progressed		**Start date:**	2011-06-18
Priority:	Normal		**% Done:**	70%
Assignee:	skyjake			
Category:	Enhancement			
Target version:	Modding			

Description

In jHexen, when you pick up pieces of armor, they affect your armor class and stick with you. It would be neato to be able to assign particular models for such cases so that you can see the players wearing such pieces of armor or enhancements.

Labels: Graphics

Related issues:

Related to Feature #1617: Scoped definitions and variables	**New**	**2013-10-21**
Related to Feature #1616: Selector for sprites	**New**	**2013-10-21**
Related to Feature #8: New GL2 based model renderer	**Closed**	**2013-10-11**
Related to Feature #1620: XG 2.0	**Progressed**	**2010-04-20**
Related to Bug #2343: Player weapon opacity doesn't affect psprite 3D models	**Closed**	**2019-08-14**
Related to Bug #2363: Light Amplification powerup doesn't affect psprite 3D m...	**New**	**2019-08-14**

Associated revisions

Revision abe3a574 - 2019-12-15 15:28 - skyjake

Scripting: Bindings for the player

Added the built-in class `App.Player`. This allows scripts to access player information such as health, armor, and powerup status.

IssueID #1539

Revision 5e637b89 - 2019-12-15 17:26 - skyjake

Scripting: Bindings for the player

Added the built-in class `App.Player`. This allows scripts to access player information such as health, armor, and powerup status.

IssueID #1539

History

#1 - 2011-06-18 10:16 - vermil

I imagine that Deng team would prefer to define a general system that allowed the model maker to define a model or model effect for almost any state the player can be in; i.e. whether they are using a Tome of Power in Heretic or using Wings of Wrath etc.

#2 - 2011-06-28 23:40 - zoeikon

Yeah, I was actually thinking that myself while writing this... That really makes the most sense! :) Doomguy with glowing eyes and maybe a golden aura while in "god mode" would also be kind of cool.

#3 - 2013-10-22 11:23 - skyjake

- Tags set to 3DModel

- Subject changed from jHexen models for gathered armor pieces to Model selector for armor, powerups

#4 - 2019-11-29 19:03 - skyjake

- Related to Feature #1616: Selector for sprites added

#5 - 2019-11-29 19:04 - skyjake

- Related to Feature #8: New GL2 based model renderer added

#6 - 2019-11-29 19:04 - skyjake

- Related to Feature #1620: XG 2.0 added

#7 - 2019-11-29 19:06 - skyjake

- Subject changed from Model selector for armor, powerups to Armor, powerups (object status) controls 3D model representation

- Category set to Enhancement

- Target version set to Modding

#8 - 2019-11-29 19:07 - skyjake

- Status changed from New to Progressed

- % Done changed from 0 to 30

The progress reflects the use of mobj hitpoints in 3D model scripting.

#9 - 2019-11-29 19:07 - skyjake

- Related to Bug #2343: Player weapon opacity doesn't affect psprite 3D models added

#10 - 2019-12-06 06:25 - skyjake

- Related to Bug #2363: Light Amplification powerup doesn't affect psprite 3D models added

#11 - 2019-12-15 15:28 - skyjake

- Assignee set to skyjake

- % Done changed from 30 to 70