

Doomsday Engine - Feature #1547

Command for manipulating numeric controls

2011-10-02 16:57 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2011-10-02
<b>Priority:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Modding		
<b>Description</b> There is no impulse command for attacking.  Also, no error message is printed when one inputs an unknown impulse.  <b>Labels:</b> Controls			
<b>Related issues:</b> Related to Feature #1512: List all impulses in context help for ccmd impulse			
		<b>New</b>	<b>2010-03-31</b>

History

#1 - 2013-10-22 12:06 - skyjake

- Tags set to Input, Scripting
- Subject changed from Attack impulse command to Command for manipulating numeric controls
- Priority changed from Normal to Lowest

This is because the Attack control is not implemented as an impulse (which does not have a time duration component), but instead as a 'numeric' control that can sustain an active state for a period of time.

I've repurposed the feature for a command that can be used to manipulate the current value of any numeric control, making it possible to set one into the active state for a certain period of time when used together with "after".

#2 - 2013-10-22 12:06 - skyjake

- Priority changed from Lowest to Normal

#3 - 2019-11-29 19:09 - skyjake

- Category set to Enhancement
- Priority changed from Normal to Low
- Target version set to Modding