Doomsday Engine - Feature #1616

Selector for sprites

2013-10-21 07:23 - skyjake

Status:	New	**Start date:**	2013-10-21
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:	Modding		

Description

(suggested by vermil)

It might also be interesting to see the selector mechanism of models extended to sprites.

For instance, Doomers have made custom sprites of the Doom marine carrying every weapon and a bunch of Imp sprite variants.

Related issues:

Related to Feature #1244: Scripting in model definitions (e.g., dependent on ...	**Closed**	**2003-07-20**
Related to Feature #1617: Scoped definitions and variables	**New**	**2013-10-21**
Related to Feature #1281: Random monster variations	**Closed**	**2003-09-11**
Related to Feature #1300: Differentiating variants of monster attacks	**Closed**	**2003-10-05**
Related to Feature #1539: Armor, powerups (object status) controls 3D model r...	**Progressed**	**2011-06-18**

History

#1 - 2019-11-29 18:35 - skyjake

- Target version set to Modding

#2 - 2019-11-29 19:03 - skyjake

- Related to Feature #1539: Armor, powerups (object status) controls 3D model representation added