

## Doomsday Engine - Feature #1618

### Decorations/effects for game events (power up, damage, etc.)

2013-10-21 08:28 - skyjake

|   |             |                    |                   |
|---|-------------|--------------------|-------------------|
| <b>Status:</b>  | New         | <b>Start date:</b> | 2013-10-21        |
| <b>Priority:</b>  | Normal      | <b>% Done:</b>     | 0%                |
| <b>Assignee:</b>  |             |                    |                   |
| <b>Category:</b>  | Enhancement |                    |                   |
| <b>Target version:</b>  | Modding     |                    |                   |
| <b>Description</b>  |             |                    |                   |
| Creation of an external definition to govern the visual effects of power-ups, damage, killed etc.                   |             |                    |                   |
| Maybe a standard definition (effects only) that is added to main definition (so that scaling etc is still correct). |             |                    |                   |
| <i>(copied from an accidentally deleted old RFE called "Power Up Effects")</i>                                      |             |                    |                   |
| <b>Related issues:</b>  |             |                    |                   |
| Related to Feature #1617: Scoped definitions and variables  |             | <b>New</b>         | <b>2013-10-21</b> |
| Related to Feature #1414: Generate particles when touching a plane  |             | <b>New</b>         | <b>2006-08-03</b> |
| Related to Feature #1620: XG 2.0  |             | <b>Progressed</b>  | <b>2010-04-20</b> |

### History

#### #1 - 2013-10-21 08:32 - skyjake

Essentially there should be a mechanism that enables one to set up a trigger condition and then start various effects when it is triggered (similarly to how particle generators already work).

Such a mechanism should work with lights, audio, and script callbacks as well. Spawning mobs would also be one way to handle the effect (perhaps via a script).

#### #2 - 2013-10-22 08:22 - skyjake

- *Tracker changed from Bug to Feature*

#### #3 - 2019-11-29 18:40 - skyjake

- *Related to Feature #1620: XG 2.0 added*

#### #4 - 2019-11-29 18:43 - skyjake

- *Target version set to Modding*