

Doomsday Engine - Feature #2033

Runtime map editor

2015-05-03 21:51 - skyjake

Status: Progressed	Start date: 2015-03-13
Priority: High	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Modding	
Description This is a parent issue covering the topic of runtime map editing. In the long term, the aspiration is to have a fully fledged map editor built using libappfw UI widgets, allowing the creation and editing of individual maps, hubs, episodes, and intermission animations. Having a built-in editor is vital also for extending the capabilities of the map data, for instance allowing true 3D structures.	
Subtasks:	
Feature # 1996: Engine-managed "map spot / point of interest" mechanism	Progressed
Feature # 2032: Game world debugger/inspector sidebar	New
Feature # 2035: Map lighting editor (volume, surface, and point sources)	New
Related issues:	
Related to Feature #1698: Editor for particle generators	New 2014-01-03

History

#1 - 2015-05-03 21:53 - skyjake

- Related to Feature #1698: Editor for particle generators added

#2 - 2015-05-05 08:13 - rhargrave

This is a great idea. I'd like to throw in the suggestion for a better light editor as part of this.

#3 - 2016-07-06 09:24 - skyjake

- Status changed from New to Progressed

- % Done changed from 7 to 0

#4 - 2019-11-29 12:31 - skyjake

- Target version set to Modding