

# Doomsday Engine - Feature #2033

## Runtime map editor

2015-05-03 21:51 - skyjake

<b>Status:</b> Progressed	<b>Start date:</b> 2015-03-13
<b>Priority:</b> High	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b> Modding	
<b>Description</b> <b>This is a parent issue covering the topic of runtime map editing.</b>  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.	
<b>Subtasks:</b>	
Feature # 1996: Engine-managed "map spot / point of interest" mechanism	<b>Progressed</b>
Feature # 2032: Game world debugger/inspector sidebar	<b>New</b>
Feature # 2035: Map lighting editor (volume, surface, and point sources)	<b>New</b>
<b>Related issues:</b>	
Related to Feature #1698: Editor for particle generators	<b>New</b> <b>2014-01-03</b>

### 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