

## Doomsday Engine - Feature #2320

### Re-enable XG dummy line

2019-01-24 20:06 - vermil

<b>Status:</b>	New	<b>Start date:</b>	2019-01-24
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Regression		
<b>Target version:</b>	3.x		
<b>Description</b>			
Support for XG functions that internally use dummy lines to function has been long deliberately disabled (since the new map format was added I seem to recall).			
Messages are printed in the console whenever an XG def needs and is denied a dummy line: for instance "attempted to use a dummy line as XGPlaneMover origin. Plane in sector XYZ will not be moved".			
Can it be re-enabled?			

### History

#### #1 - 2019-01-27 17:33 - skyjake

- Category set to Regression
- Priority changed from Normal to High
- Target version set to 2.2 (2019)

This needs some investigating as to why the feature was disabled...

#### #2 - 2019-10-14 10:31 - skyjake

- Target version changed from 2.2 (2019) to 2.3.x

#### #3 - 2019-11-30 16:28 - skyjake

- Target version changed from 2.3.x to 2.3

#### #4 - 2020-02-05 07:54 - skyjake

- Priority changed from High to Normal

#### #5 - 2020-12-08 08:27 - skyjake

- Target version changed from 2.3 to 3.x