

## Doomsday Engine - Feature #2349

### [Heretic] Various improvements and modding features

2019-10-27 20:11 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2019-10-27
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Enhancement		
<b>Target version:</b>	2.2 (2019)		
<b>Description</b>			
Improvements in the Heretic plugin:			
<ul style="list-style-type: none"><li>• Intermission shows map play time</li><li>• Intermission doesn't show "Untitled" as the next map</li><li>• Added "take" cheat command (opposite of "give")</li><li>• Player sound effects as a chicken (e.g., laugh)</li><li>• Non-bleeders shouldn't bleed when crushed</li></ul>			
The following modding features are implemented in the Heretic plugin:			
<ul style="list-style-type: none"><li>• Added "Intermission background" to the Map Info DED definition (defaults to "Flats:FLOOR16")</li><li>• Values for overriding intermission text labels: "Intermission Label {text}", e.g., "Intermission Label Finished"</li><li>• The values "Menu Label Episode Page Title" and "Menu Label Skill Page Title" can be set to override the corresponding menu titles</li><li>• Defining ammo per shot with Values</li><li>• DED Map Info flag mif_dim_torch: use the Hexen torch rendering mode with light attenuation</li><li>• MF3_WALLBOUNCE causes a missile to bounce off walls (adapted from Hexen)</li><li>• MF_DROPOFF causes objects to fall gently, with gravity, instead of teleporting to floor height</li><li>• Added script method World.Thing.attack() for executing a thing's attack</li></ul>			
In addition, the following is also implemented:			
<ul style="list-style-type: none"><li>• Value definitions can be used to replace menu text labels and page titles (e.g., the value definition "Menu Label {old-label}" is used instead of "{old-label}" in menus</li><li>• Placing the comment // Doomsday: Ignore errors! in a MAPINFO lump will cause Doomsday to silently ignore any unsupported features in the lump.</li><li>• Added script method: World.Thing.recoil()</li></ul>			
<b>Related issues:</b>			
Related to Bug #2321: [Heretic] Helstaff rain doesn't spawn while shooting cl...		<b>Closed</b>	<b>2019-02-09</b>
Related to Feature #2316: Scriptable custom state action functions		<b>Closed</b>	<b>2019-01-20</b>
Related to Feature #2352: [Heretic] Scripted touch action for special things		<b>Closed</b>	<b>2019-11-16</b>

#### Associated revisions

##### Revision f5665711 - 2019-12-11 11:22 - skyjake

World|Scripting: Added World.Thing.recoil()

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##### Revision 93d04a09 - 2019-12-11 11:23 - skyjake

World|Scripting: Added World.Thing.recoil()

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#### History

##### #1 - 2019-10-27 20:11 - skyjake

- Description updated

##### #2 - 2019-10-27 20:12 - skyjake

- Related to Bug #2321: *[Heretic] Helstaff rain doesn't spawn while shooting close to the target added*

**#3 - 2019-10-27 20:12 - skyjake**

- Related to Feature #2316: *Scriptable custom state action functions added*

**#4 - 2019-11-16 21:24 - skyjake**

- Related to Feature #2352: *[Heretic] Scripted touch action for special things added*

**#5 - 2019-12-11 12:17 - skyjake**

- Description updated

**#6 - 2019-12-17 11:17 - skyjake**

- Status changed from *Resolved* to *Closed*