

## Doomsday Engine - Feature #2352

### [Heretic] Scripted touch action for special things

2019-11-16 21:24 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2019-11-16
<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>	
Things with the MF_SPECIAL flag can be touched for an effect like getting the health powerup.	
In addition to the hardcoded functions, enable using Doomsday Script to define what happens when the special thing is touched.	
<b>Related issues:</b>	
Related to Feature #2349: [Heretic] Various improvements and modding features	<b>Closed</b> 2019-10-27
Related to Feature #1608: Integrate Doomsday Script	<b>Progressed</b> 2013-10-22
Related to Feature #2374: "On death" script to run when a thing is killed	<b>Closed</b> 2019-12-21

#### Associated revisions

##### Revision 004039c3 - 2019-11-16 21:41 - skyjake

Heretic|Scripting: Scripted touch action for special things

A Thing definition may specify an "On touch" script that gets run when the thing is touched. This replaces any hardcoded logic that might have affected the thing.

See the manual for an example: [https://manual.dengine.net/ded/thing#on\\_touch](https://manual.dengine.net/ded/thing#on_touch)

IssueID #2352

#### History

##### #1 - 2019-11-16 21:24 - skyjake

- Related to Feature #2349: [Heretic] Various improvements and modding features added

##### #2 - 2019-11-16 21:52 - skyjake

- Related to Feature #1608: Integrate Doomsday Script added

##### #3 - 2019-11-30 15:43 - skyjake

- Status changed from In Progress to Resolved

##### #4 - 2019-12-17 11:17 - skyjake

- Status changed from Resolved to Closed

##### #5 - 2019-12-21 12:19 - skyjake

- Related to Feature #2374: "On death" script to run when a thing is killed added