

Doomsday Engine - Feature #2374

"On death" script to run when a thing is killed

2019-12-21 12:15 - skyjake

Status: Closed	Start date: 2019-12-21
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 2.3	
Description Like "On touch", things should have a script that gets run when it is killed. The script is run before the thing enters its Death/XDeath state. Variables available in the script: <ul style="list-style-type: none">• <i>self</i> is the thing that is being killed• <i>killer</i> is the killer (can be None)	
Related issues:	
Related to Feature #1608: Integrate Doomsday Script	Progressed 2013-10-22
Related to Feature #2352: [Heretic] Scripted touch action for special things	Closed 2019-11-16
Related to Feature #2375: Doomsday Script enhancements for 2.3	Closed 2019-12-22

Associated revisions

Revision 977df190 - 2019-12-21 12:18 - skyjake

Scripting|Doom|Heretic|Hexen: Added Thing "On death" script

IssueID #2374

History

#1 - 2019-12-21 12:18 - skyjake

- Related to Feature #1608: Integrate Doomsday Script added

#2 - 2019-12-21 12:19 - skyjake

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

#3 - 2019-12-22 12:07 - skyjake

- Related to Feature #2375: Doomsday Script enhancements for 2.3 added

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

- Status changed from In Progress to Resolved

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

- Status changed from Resolved to Closed