

Doomsday Engine - Feature #2375

Doomsday Script enhancements for 2.3

2019-12-22 12:05 - skyjake

Status: Closed	Start date: 2019-12-22
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 2.3	
Description	
The following Doomsday Script bindings, classes, and functions have been added:	
<ul style="list-style-type: none">• App.getInteger()• App.setInteger()• App.NETGAME and other constants equivalent to the DD_* value enums in dd_share.h• App.Player.giveAmmo()• App.Player.giveArmor()• App.Player.giveBackpack()• App.Player.givePower()• App.Player.setLocalQuake()• App.Player.shotAmmo()• Defs.getStateNum()• Defs.getThingNum()• Game.rules()• Math.cos()• Math.sin()• Math.tan()• Math.randNum()• World.findThings()• World.listThings()• World.spawnThing()• World.Thing.addMom()• World.Thing.changeFlags()• World.Thing.dropltem()• World.Thing.flags()• World.Thing.height()• World.Thing.info()• World.Thing.mom()• World.Thing.pos()• World.Thing.setNoBlocking()• World.Thing.setState()• World.Thing.state()• World.Thing.type()	
Heretic only:	
<ul style="list-style-type: none">• App.Player.setFlameCount()• Audio.defineAmbientSfx()• Audio.setAmbientSequence()	
Related issues:	
Related to Feature #2374: "On death" script to run when a thing is killed	Closed 2019-12-21
Related to Feature #2418: Earthquake action for Heretic	Closed 2020-03-14

Associated revisions

Revision e1e8d5ba - 2020-01-18 07:33 - skyjake

Scripting|World: Querying and changing thing flags

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Revision 22aa6a9e - 2020-01-31 19:06 - skyjake

Scripting: Added player methods

- App.Player.shotAmmo()

Heretic only:

- App.Player.setFlameCount(tics)

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Revision 003f74eb - 2020-03-04 07:05 - skyjake

Scripting|All Games: Added App.Player.giveArmor()

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Revision 1cf8a07a - 2020-06-24 13:22 - skyjake

Scripting|All Games: Querying the current game rules

IssueID #2375

Revision f9f85da5 - 2020-06-25 12:47 - skyjake

Scripting: Access internal values (e.g., DD_NETGAME)

Added App.getInteger() and App.setInteger(), and constants for the value IDs. These are mostly useful for querying current engine state.

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Revision 023ca1a4 - 2020-07-18 16:37 - skyjake

Scripting: Added givePower() and giveBackpack()

The App.Player class now has methods for giving power-ups, including the backpack.

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Revision 103dd7e1 - 2020-11-12 15:23 - skyjake

Heretic|Scripting: Defining ambient sfx via scripts

Audio.setAmbientSequence() is the user-facing API that translates the argument list to afxcmds and numeric parameters.

Defs.getSoundNum() was added because sounds aren't kept in a DEDRegister yet.

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Revision 57ae720c - 2020-11-22 14:20 - skyjake

Scripting: Added Player.setHealth()

Method for changing player health without limitations.

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Revision c4641e08 - 2020-11-26 08:20 - skyjake

Scripting: Added Player.giveAmmo()

IssueID #2375

Revision 3c165044 - 2020-12-06 15:11 - skyjake

Scripting|Heretic|Hexen: Added binding for P_SeekerMissile

IssueID #2375

Revision c26a678a - 2020-12-06 18:46 - skyjake

Scripting|World: Listing things; changing thing state

IssueID #2375

Revision 417f697f - 2020-12-06 19:04 - skyjake

Scripting: Added World.Thing.target()

IssueID #2375

Revision 9ef43a74 - 2020-12-06 21:18 - skyjake

Scripting: Added World.Thing.tracer()

IssueID #2375

History

#1 - 2019-12-22 12:07 - skyjake

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

#2 - 2020-01-18 07:34 - skyjake

- Description updated

- % Done changed from 20 to 30

#3 - 2020-01-31 19:15 - skyjake

- Description updated

#4 - 2020-03-04 07:06 - skyjake

- Description updated

#5 - 2020-03-16 10:02 - skyjake

- Related to Feature #2418: Earthquake action for Heretic added

#6 - 2020-04-04 07:55 - skyjake

- Description updated

- % Done changed from 30 to 40

#7 - 2020-06-24 13:22 - skyjake

- Description updated

#8 - 2020-06-25 12:48 - skyjake

- Description updated

- % Done changed from 40 to 60

#9 - 2020-07-18 16:33 - skyjake

- Description updated

- Status changed from In Progress to Resolved

- % Done changed from 60 to 100

#10 - 2020-11-12 15:27 - skyjake

- Description updated

#11 - 2020-11-26 08:21 - skyjake

- Description updated

#12 - 2020-12-06 18:52 - skyjake

- Description updated

#13 - 2020-12-08 08:27 - skyjake

- Status changed from Resolved to Closed