

## Doomsday Engine - Feature #2418

### Earthquake action for Heretic

2020-03-14 10:29 - Deimos\_X

<b>Status:</b> Closed	<b>Start date:</b> 2020-03-14
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b> Enhancement	
<b>Target version:</b> 2.3	
<b>Description</b> As a game designer I want to be able to use earthquake camera effect from Hexen in Heretic In order to use it as an additional effect for certain game events or monster's attacks  Preferably as an Action in DEDs.  Nice to have: control the intensity and duration of the shaking.	
<b>Related issues:</b> Related to Feature #2375: Doomsday Script enhancements for 2.3 <b>Closed</b> 2019-12-22	

#### Associated revisions

##### Revision 90e17117 - 2020-04-04 07:54 - skyjake

Heretic|Hexen: Controlling local earthquakes

IssueID #2418

#### History

##### #1 - 2020-03-16 10:02 - skyjake

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

##### #2 - 2020-03-16 10:02 - skyjake

- Target version set to 2.3

##### #3 - 2020-04-04 07:55 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

##### #4 - 2020-04-04 08:03 - skyjake

Documentation available: <https://manual.dengine.net/script/module/app#setLocalQuake>

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

- Status changed from Resolved to Closed