

Doomsday Engine - Feature #1289

Flat-triggered particle generators created/destroyed on material change

2003-09-17 23:45 - danij

Status: New	Start date: 2003-09-17
Priority: High	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering	
Description After a texture change any associated particle generators should be either destroyed or created as needed. (Reminder) ...I can implement a simpler check in the particle generator routines. When a flat-triggered generator is processed, it shouldn't be too difficult to check if the triggering plane has changed textures, and if so the generator can be killed.	
Labels: Customizability	
Related issues:	
Related to Feature #1699: Particle renderer 2.0	New 2014-01-03

History

#1 - 2013-10-21 08:35 - skyjake

- Tags set to Particles

#2 - 2013-10-21 16:09 - skyjake

- Subject changed from FLAT particle generators Created/Destroyed on texture change. to Flat-triggered generators created/destroyed on material change

- Priority changed from Normal to High

#3 - 2013-10-21 16:09 - skyjake

- Subject changed from Flat-triggered generators created/destroyed on material change to Flat-triggered generators created/destroyed on material change

#4 - 2019-11-29 16:23 - skyjake

- Category set to Enhancement

- Target version set to Rendering

#5 - 2019-11-29 16:23 - skyjake

- Related to Feature #1699: Particle renderer 2.0 added

#6 - 2019-11-29 16:23 - skyjake

- Subject changed from Flat-triggered generators created/destroyed on material change to Flat-triggered particle generators created/destroyed on material change