

## Doomsday Engine - Feature #1180

### Gib Generator - For spawning models from a mobj state

2003-06-06 19:03 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-06
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Would work in a similar fashion to the particle generator. (perhaps the same movement routine could be used?)  When a mobj is in a particular state (ie TROODIE) a Gib Generator would create a certain number of models that have the same behaviour controls as particles.  This would facilitate much better explosions/gib effects.  (models would obviously need to be very low poly)  <b>Labels:</b> Graphics	

#### History

#1 - 2003-06-15 14:40 - skyjake

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It would be possible to create vissprites out of the particles. It will absolutely choke if there are lots of model-particles, though.