

Doomsday Engine - Feature #1242

Player weapon particle muzzle flashes (for external viewers only)

2003-07-18 17:09 - chilvence

Status:	New	Start date:	2003-07-18
Priority:	High	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Rendering		
Description			
<p>Im sure something similair has been mentioned before, but I couldnt find it so sorry in advance. I think my version is a bit different though;</p> <p>I need to be able to map a particle effect to each player weapon's firing frames, to be ONLY visible to other players.</p> <p>This is partly because in cutting down my soldiers filesize I've already used all four md2 slots; I use the same model for zombieman/shotgunguy/doomguy, loading different variations of the head, arms and weapons for each one. These are all mapped onto the same generic body model and walking states, saving lots of redundant frames of animation. Anyway, now there isnt a fifth slot for the flash....</p> <p>It's also partly because particle muzzle flashes look really damn cool! You can make alot cleaner flash animation from a bunch of sprites than you can from a pair of flattened triangles with an explosion painted on them. The potential for adding ambient effects like gunsmoke etc would also be there.</p> <p>Thanks for reading;</p> <p>Chilvence</p>			
Related issues:			
Related to Feature #1699: Particle renderer 2.0		New	2014-01-03

History

#1 - 2003-07-18 20:09 - chilvence

Logged In: YES
user_id=675595

I caved in and combined the arms to the main model, so I dont need this as much now; I still think it should be in though, I can set up all the generators and do the particle art if you like.

I had a thought that the easiest way would be to make it a new generator "type" so instead of putting generator { state = xxx } youd use generator { weapon = "shotgun" }. Youd still use all the other particle settings, so whenever the shotgun weapon is fired, this generator and everything in it will be spawned. An added pleasure would be the ability to inherit the particle vector from where the weapon was pointed :)

#2 - 2003-07-19 21:43 - chilvence

Logged In: YES
user_id=675595

I forgot to mention, I've already tried particle gun flashes both on the zombies and on the hud weapons (by bodge-assigning it to the player fire state), and it really really can look good... like Max Payne

#3 - 2003-07-20 12:06 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

It definetly gets my vote ;)

Dani J

#4 - 2013-10-20 21:30 - skyjake

- *Tags set to 3DModel, Particles, Animation*
- *Category set to Enhancement*
- *Priority changed from Normal to High*

#5 - 2019-11-29 16:19 - skyjake

- *Subject changed from Player weapon particle muzzle flashes to Player weapon particle muzzle flashes (for external viewers only)*
- *Target version set to Rendering*

#6 - 2019-11-29 16:20 - skyjake

- *Related to Feature #1699: Particle renderer 2.0 added*