

Doomsday Engine - Feature #1274

Projectiles meet sky

2003-09-04 08:14 - zappaz

<b>Status:</b>	Rejected	<b>Start date:</b>	2003-09-04
<b>Priority:</b>	Low	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Minor detail		
<b>Target version:</b>			
<b>Description</b>  The effect when something hits the sky "border" is quite unrealistic..  the rocets simply dissapear and plasma just seems to be blown out like a candle.  i guess the rockets could be damn hard but the plasma could use something like fading or something.  <b>Labels:</b> Graphics			

History

#1 - 2003-09-05 08:04 - papercut2

Logged In: YES  
user\_id=1566636

I cant really imagine plasma and rockets flying away through the sky, but it would be better if they would just simply explode. I hate seeing rockets dissapear.

#2 - 2013-10-21 07:52 - skyjake

- Category set to Minor detail
- Priority changed from Normal to Low

Fading the projectiles away should be a suitable solution here.

#3 - 2016-08-09 10:56 - skyjake

- Status changed from New to Rejected