

Doomsday Engine - Feature #1283

Particle Generator Flag - Random Vector

2003-09-14 14:04 - danij

Status: Closed	Start date: 2003-09-14
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description New generator flag - When a particle generator is spawned it picks a random vector. This random vector is kept for the life of the generator but individual particles can still use Vector Rnd. It should also be possible to change a particle's vector via a command/expression in each stage.	
Labels: Graphics	

History

#1 - 2003-10-07 09:26 - skyjake

Logged In: YES
user_id=717323

There will be:

Generator -> Init vector rnd = 0.0
(initial random offset to Vector)

Generator -> Stage -> Force { 0.0 0.0 0.0 }
(arbitrary linear force)

#2 - 2003-10-07 19:07 - skyjake

Logged In: YES
user_id=717323

> It should also be possible to change a particle's vector
> via a command/expression in each stage.

How exactly would you like this done? What is the effect
you'd like to achieve?

How about a Stage -> Vector Force, which would work like
a freely-directioned gravity?