

Doomsday Engine - Feature #1285

Spawn particle generator from generator stage

2003-09-14 14:08 - danij

Status: Rejected	Start date: 2003-09-14
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version:	
Description The ability to spawn particle generator from generator stage. The new generators center would be positioned relative to the particle that spawned it. Labels: Graphics	

History

#1 - 2003-09-24 07:01 - skyjake

Logged In: YES
user_id=717323

This is rather difficult to implement in the current code. Unless some serious rethinking is done, the solution would be an ugly hack (and inefficient, most likely).

An easier way would be to use new mobs. For example, gibs. Each gib mobj would have its own particle generator.

#2 - 2013-10-21 16:06 - skyjake

- Tags set to *Particles*

#3 - 2013-10-22 08:23 - skyjake

- Priority changed from *Normal* to *Low*

#4 - 2019-11-29 15:29 - skyjake

- Status changed from *New* to *Rejected*