Doomsday Engine - Feature #1287

Particle generator flag: transform center offset along with the object

2003-09-16 11:47 - danij

Status:	New		**Start date:**	2003-09-16
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:	Rendering			

Description

A flag for the Particle Generator that rotates the generator's Center Offset with the pitch/yaw of a source mobj.

For instance when creating a rocket trail it needs to be position at the back of the rocket but if the rocket is fired up/down the center of the generator is no longer in the correct place.

Labels: Customizability

History

#1 - 2013-10-21 08:34 - skyjake

- Tags set to Particles

- Subject changed from Particle Generator Flag - Rotate Center Offset to Particle generator flag: rotate center offset

- Category set to Enhancement

#2 - 2016-08-09 10:54 - skyjake

- Subject changed from Particle generator flag: rotate center offset to Particle generator flag: transform center offset along with the object

- Target version set to Rendering