Doomsday Engine - Feature #1322

Setting submodel scale independently

2004-01-17 04:04 - danij

Status:	Rejected		**Start date:**	2004-01-17
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:				

Description

It would be useful if you could set the scale of submodels independantly of the main Scale attribute.

For instance when creating the Doom decoration models a LOT of them have a blood pool at their base. Currently a different model needs to be created for each size of bloodpool because they cannot be resized in the submodel.

Obviously this would have many benefits other than just bloodpools ;-)

Related issues:

Related to Feature #1313: Submodel rotation angles		**Rejected**	**2003-12-24**

History

#1 - 2006-01-15 03:00 - danij

Logged In: YES
user_id=849456

Related to RFE 865494 ?

#2 - 2013-10-21 16:35 - skyjake

- Tags set to 3DModel

- Category set to Enhancement

#3 - 2013-10-21 16:37 - skyjake

- Subject changed from Setting submodel scale independantly to Setting submodel scale independently

#4 - 2016-08-09 10:43 - skyjake

- Status changed from New to Rejected