Doomsday Engine - Feature #1323

Set skin on particle model from within particle generator

2004-01-21 13:45 - danij

Status:	New	**Start date:**	2004-01-21
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:	Rendering		

Description

Being able to change the skin of a model particle from within the particle generator would be extremely useful.

There is a work around. It means creating another particle definition thats exactly same other than the skin number and then switching models at stage X.

Labels: Graphics

History

#1 - 2013-10-21 16:38 - skyjake

- Tags set to Particles, 3DModel

#2 - 2016-08-09 10:56 - skyjake

- Target version set to Rendering