

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