

## Doomsday Engine - Feature #1323

### Set skin on particle model from within particle generator

2004-01-21 13:45 - danij

<b>Status:</b> New	<b>Start date:</b> 2004-01-21
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Rendering	
<b>Description</b> 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.  <b>Labels:</b> 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