Doomsday Engine - Feature #1335

Random particle types

2004-03-15 16:27 - danij

Status:	New	**Start date:**	2004-03-15
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Enhancement		
Target version:	Rendering		

Description

It would be extremely usefull if particle types could be
randomised within a generator. Using a random argument
in the first particle stage that is then copied through
the rest of the stages till a different type is specified.
Obviously this would only apply for texture & model
particles.

EG:

Generator {
State = "TROO_XDIE2"
Flags = blendrsub | static
Speed = 18
Spawn age = 4
Max age = 2260
Particles = 20
Spawn rate = 5
Vector rnd = 10
Init Vector Rnd = 6
Vector { .1 0 12 }
Stage {
Type = "pt_tex05"

```
TypeRnd = 3       // The type is selected at
random from the specified type + 3 (zero index)
```

```
Radius = 1
        Color { .2 .2 1 .1 }
        Tics = 4
        Gravity = -.1
        Resistance = .06
    }
```

// The following 2 stages have no type specified so the
random type chosen in stage 0 will be used

```
Stage { Radius = 2 Color { .2 .2 .2 .1 } Tics = 80 }
  Stage { Radius = 5 Color { .2 1 1 .3 } Tics = 1 }
```

```
Stage { Type = "pt_tex11"      // A type has been
specified so stop using the random type
    Flags = vflat | flat
        Radius = 20
    Color { .2 1 1 .9 }
        Tics = 10
    }
}
```

Labels: Graphics

Related issues:

Related to Feature #1699: Particle renderer 2.0	**New**	**2014-01-03**

History

#1 - 2013-10-21 16:50 - skyjake

- Tags set to Particles, Definitions

- Subject changed from Random Particle Types to Random particle types

#2 - 2019-11-29 16:42 - skyjake

- Related to Feature #1699: Particle renderer 2.0 added

#3 - 2019-11-29 16:42 - skyjake

- Category set to Enhancement

- Target version set to Rendering