Doomsday Engine - Feature #1336

Random textured particle direction

2004-03-24 11:52 - jimigrey

Status:	New		**Start date:**	2004-03-24
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Enhancement			
Target version:	Rendering			

Description

Now every textured particle faces the same direction when it hits the wall or ground. I think it would look better if it was possible to get random directions for the particles.

Just like 3d model particles can be in random directions.

Labels: Graphics

Related issues:

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

History

#1 - 2009-10-04 22:26 - danij

Logged In: YES
user_id=849456

Also it would be very nice if particle model rotation could be bound to the movement vector of the particle.

Another good feature would be to randomise the linear stage movement vector and provide a flag that executes it only when a "bounce" occurs.

#2 - 2013-10-21 16:59 - skyjake

- *Tags set to Particles*

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

- *Related to Feature #1699: Particle renderer 2.0 added*

#4 - 2019-11-29 16:43 - skyjake

- *Category set to Enhancement*

- *Target version set to Rendering*