

## Doomsday Engine - Feature #1368

### More Alt Start positions in Generators

2004-12-11 13:41 - danij

<b>Status:</b> New	<b>Start date:</b> 2004-12-11
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b> Rendering	
<b>Description</b> Could the Alt Start mechanism used with particle generators be changed to allow as many Alt Start positions as needed? For example a gib explosion would require several different types of particle. This would allow many different model particles to share the same generator, reducing the number of active generators while also allowing much more detailed effects.  What I suggest is something like:  Generator { ...  ALT START = .4 // The randomness of this start position Stage{ ... } Stage{ ... } Stage{ ... } ALT END  ALT START = .6 Stage{ ... } Stage{ ... } ALT END }  Doomsday then picks one group of stages as a random alt start.  <b>Labels:</b> Graphics	
<b>Related issues:</b> Related to Feature #1699: Particle renderer 2.0 <span style="float: right;"><b>New</b>      <b>2014-01-03</b></span>	

#### History

##### #1 - 2013-10-21 17:19 - skyjake

- Tags set to Particles

##### #2 - 2013-10-21 17:19 - skyjake

- Priority changed from Normal to Low

##### #3 - 2019-11-29 15:27 - skyjake

- Category set to Enhancement

- Target version set to Rendering

##### #4 - 2019-11-29 15:27 - skyjake

- Related to Feature #1699: Particle renderer 2.0 added