Doomsday Engine - Feature #1406

Record particles and other effects in demos

2006-07-28 23:35 - ic41213

Status:	New	**Start date:**	2006-07-28
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:	Redesign		
Target version:	Architecture		

Description

i absolutly hate how the blood effects (of the JDRP) don't show up when replaying recorded demos - it totally takes away the fun of watching demos.

can you fix this?

Related issues:

Related to Feature #1614: Improved demo recording and playback	**New**	**2014-04-19**

History

#1 - 2006-08-06 14:39 - danij

Logged In: YES
user_id=849456

These effects are not currently included in network packets (they are entirely local), as such they don't appear in demos.

One way to solve this would be for clients to track the health of mobjs so that damage generators can be spawned locally.

#2 - 2007-05-28 06:49 - skyjake

Logged In: YES
user_id=717323

I have added a note into the beta6 release plan that clients should record local effects and objects into demo files. Currently clients already record the camera position as experienced by a client, but it should also include HUD animations, local sounds, and particle effects, etc.

#3 - 2009-05-05 10:25 - yagisan

Logged In: YES
user_id=1248824
Originator: NO

bump - whats happening here ?

#4 - 2012-09-19 11:20 - danij

Converting to RFE as this really isn't a bug,

#5 - 2013-10-20 20:11 - skyjake

- Tags set to Demo, Client

- Subject changed from Record local effects in demos to Record particles and other effects in demos

- Category set to Redesign

#6 - 2013-10-22 07:24 - skyjake

While it is not feasible to record all the individual particles into a demo, the particle generator definition and an event to start the generator should be part of the demo, so that during playback the generator can be replayed (almost) the same way as during recording.

#7 - 2013-10-22 21:54 - danij

Can't we seed the RNG used for particle effect randomization? This would mean that provided the same generators are used and triggered at the same time the effects should be identical when played back on any client (deterministically repeatable).

#8 - 2013-10-23 07:24 - skyjake

Yeah, a custom, deterministic RNG for each generator should be possible and it sounds like the preferred solution here.

#9 - 2019-11-29 20:24 - skyjake

- Target version set to Architecture