

Doomsday Engine - Feature #1430

Particle generator decorations (e.g., particles from a wall)

2006-10-07 11:24 - eunbolt

Status:	New	Start date:	2006-10-07
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Rendering		
Description			
Let particles be generated from walls. This could mean fire effects on textures like "FIREMAG1"			
Related issues:			
Related to Feature #1699: Particle renderer 2.0		New	2014-01-03

History

#1 - 2013-10-22 08:19 - skyjake

- Tags set to Particles
- Category set to Enhancement

#2 - 2013-10-22 08:21 - skyjake

- Priority changed from Normal to High

#3 - 2019-11-29 18:40 - skyjake

- Subject changed from Particle generator for walls to Particle generator decorations (e.g., particles from a wall)
- Priority changed from High to Normal
- Target version set to Rendering

#4 - 2019-11-29 18:40 - skyjake

- Related to Feature #1699: Particle renderer 2.0 added