

## Doomsday Engine - Feature #1469

### Changing the blood sprite's color

2008-07-16 22:38 - jheidi

<b>Status:</b> Rejected	<b>Start date:</b> 2008-07-16
<b>Priority:</b> Lowest	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Being able to change the color of the actual blood sprite instead of just the particles that splat to the walls.	

#### History

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##### #1 - 2009-10-04 22:11 - jheidi

Example picture

##### Attachments:

- [http://sourceforge.net/p/deng/feature-requests/\\_discuss/thread/1cfd0d/382c/attachment/Panorama.png](http://sourceforge.net/p/deng/feature-requests/_discuss/thread/1cfd0d/382c/attachment/Panorama.png)

##### #2 - 2013-10-22 09:30 - skyjake

- *Tags set to Renderer*

- *Priority changed from Normal to Lowest*

Maybe using some sort of palette translation?

##### #3 - 2013-10-22 22:35 - danij

Perhaps the translation could be specified with an inline Doomsday Script?

##### #4 - 2019-11-29 12:56 - skyjake

- *Status changed from New to Rejected*