

## Doomsday Engine - Feature #1546

### Option for particle generator to hide sprite

2011-09-29 12:55 - vermil

<b>Status:</b> New	<b>Start date:</b> 2011-09-29
<b>Priority:</b> Low	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Enhancement	
<b>Target version:</b> Rendering	
<b>Description</b> I would like to request the addition of a field to particle generators that stops the sprite rendering during the state or maybe even permanently past that point.	
<b>Labels:</b> Customizability	
<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 - 2013-10-22 11:52 - skyjake

- Tags set to *Particles, Sprites*
- Subject changed from *Option for particle gen to disable sprite rendering* to *Option for particle generator to hide sprite*
- Priority changed from *Normal* to *Low*

Is the objective to effectively completely replace a sprite with particles? If so, would this only affect sprites or should it be applicable to any mobs, even if they are shown as 3D models?

##### #2 - 2013-10-22 23:07 - danij

Note that in the past mod authors have used a "null model" definition for this purpose.

##### #3 - 2013-10-22 23:37 - vermil

The issue with using a blank model definition, is that it requires the user to have turned models on.

I'm also imagining that this generator flag will turn it 'self on/off depending on whether the user has generators turned on/off.

##### #4 - 2019-11-29 15:45 - skyjake

- Category set to *Enhancement*
- Target version set to *Rendering*

##### #5 - 2019-11-29 15:45 - skyjake

- Related to Feature #1699: Particle renderer 2.0 added