

Doomsday Engine - Feature #1546

Option for particle generator to hide sprite

2011-09-29 12:55 - vermil

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|--|-------------|--------------------|------------|
| Status: | New | Start date: | 2011-09-29 |
| Priority: | Low | % Done: | 0% |
| Assignee: | | | |
| Category: | Enhancement | | |
| Target version: | Rendering | | |
| Description 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. | | | |
| Labels: Customizability | | | |
| Related issues: | | | |
| Related to Feature #1699: Particle renderer 2.0 | | New | 2014-01-03 |

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 mobjs, 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