

## Doomsday Engine - Bug #158

### Uping the generator limit/culling distant generators first

2004-01-05 17:13 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2004-01-05
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.14	

**Description**

Now that Doomsday supports multiple particle generators per state/mobj it is much easier to create far better looking particle effects using a lot less particles.

Unfortunately this in turn creates a problem. There is likely to be on average about 3/4 times as many active particle generators.

However this is only really a problem on large open maps.

Obviously at the moment Doomsday simply stops creating new generators when it reaches it's current limit.

Could this limit be increased?

Also, currently Doomsday doesn't seem to discriminate when it does it's culling of old generators (based on spawn order?).

It doesn't look too good when a fireball close to the camera suddenly loses it's flames (due to culling for more generators)

What would look better is if distant/non-visible generators got the chop first.

**Labels:** Graphics

#### History

#1 - 2004-05-16 11:06 - skyjake

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Maximum ptcgen limit raised to 256.