

Doomsday Engine - Feature #2195

Permanent blood (surface decal effect)

2017-01-20 19:00 - Esrael

Status:	New	Start date:	2017-01-20
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Rendering		
Description			
Hi!			
I think it's really satisfying seeing the floor spilled with blood whenever a monster dies, but could it be possible to give the option of making the blood particles remain longer, preferably indefinitely, yus? :3c			
Also, could it be possible to have blood particles spill instead of the traditional blood sprites, whenever you hit the enemy?			
Great job on the engine, by the way; I feel like it's horrendously underappreciated compared to (G)ZDoom.			
Related issues:			
Related to Feature #1168: Real decals: bulletholes, blastmarks, etc.		New	2003-05-31

History

#1 - 2017-01-22 08:50 - skyjake

- Tags changed from *Particles* to *Particles, Renderer*
- Subject changed from *Permanent blood?* to *Permanent blood (surface decal effect)*
- Target version set to *Rendering*

The current particle system implementation isn't quite efficient enough for long-term effects, and there is no surface decal feature at the moment...

However, I think decals are an important feature to consider for the next revision of the map renderer.

Great job on the engine, by the way

Thanks! :)

#2 - 2017-01-22 08:50 - skyjake

- Related to Feature #1168: *Real decals: bulletholes, blastmarks, etc. added*