Doomsday Engine - Feature #2403

User-provided particle texture flipbook (atlas)

2020-01-17 19:57 - skyjake

Status:	New	**Start date:**	2020-01-17
Priority:	Normal	**% Done:**	0%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	3.x		

Description

Large collections of particle textures (perhaps animated) would be more convenient to provide as a user-prepared atlas.

The asset definition could specify one or more sequences/grids of particle textures, producing sequentially numbered particle textures for use in generators. The image sizes would be the same for each image in the sequence.

History

#1 - 2020-12-08 08:27 - skyjake

- Target version changed from 2.3 to 3.x