Doomsday Engine - Feature #2420

Heretic: new visual effects, light decorations and particle generators

2020-04-18 00:55 - Deimos_X

Status:	New	**Start date:**	2020-04-17
Priority:	Normal	**% Done:**	0%
Assignee:	Deng Team		
Category:			
Target version:			

Description

There are only a few of them specified in Lights.ded and Special.ded files and I thought that they have a good potential for improvements.

Why: I think it might be a good idea to show more of Doomsday features and unique game experience in this way comparing to other ports out there. Donations are guaranteed;)

Examples of existed effects:

```
  Texture = "GRSKULL3";
  Light {
    Color { .7 0 0 }
    Offset { 54 32 }
    Halo radius = .1;
    Radius = .05;
  }
  Light {
    Color { .7 0 0 }
    Offset { 72 32 }
    Halo radius = .1;
    Radius = .05;
  }
}
```

Or this tricky script for Wand sparks:

```
# Sparks from Gold Wand hits.
Generator {
  State = "GWANDPUFF1_1";
  Flags = "gnf_blend";
  Particles = 10;
  Speed = 5;
  Speed rnd = .7;
  Spawn age = 2;
  Max age = 45;
  Spawn rate = 5;
  Vector rnd = 1;
  Stage {
    Type = "pt_point";
    Flags = "ptf_bright";
    Radius = 8;
    Tics = 4;
    Rnd = .1;
    Color { 1 1 1 1 };
    Gravity = 0.1;
    Resistance = 0.02;
    Bounce = 0.5;
  };
  Stage {
    Type = "pt_point";
    Flags = "ptf_bright";
    Radius = 1.5;
    Tics = 41;
```

```
    Rnd = .4;
    Color { 1 .7 0 .8 };
    Gravity = 0.1;
    Resistance = 0.02;
    Bounce = 0.5;
  };
  Stage {
    Type = "pt_point";
    Color { 1 0 0 0 };
  };
}
```

History

#1 - 2020-04-18 00:57 - Deimos_X

- Description updated