# Doomsday Engine - Feature #390

## Alignpitch/yaw flags for model particles

2007-01-03 14:52 - chilvence

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|---|---|---|---|---|
| **Status:** | New | | **Start date:** | 2007-01-03 |
| **Priority:** | Low | | **% Done:** | 0% |
| **Assignee:** | | | | |
| **Category:** | Defect | | | |
| **Target version:** | Rendering | | | |

**Description**

The alignpitch flag, which is used to make the soulsphere model look nice does not function on a model when it is used as a particle object.

The importance of having this work cant be stressed enough, since there is otherwise no way of implementing advanced particle effects.

**Labels:** Graphics

**Related issues:**

| | | |
|---|---|---|
| Related to Feature #1699: Particle renderer 2.0 | **New** | **2014-01-03** |

## History

**#1 - 2013-10-22 18:21 - skyjake**

*- Tags set to 3DModel, Particles*

*- Subject changed from alignpitch/yaw does not function on model particles to Alignpitch/yaw flags don't work on model particles*

*- Category set to Defect*

Presumably needed for creating billboard-like particle models?

**#2 - 2017-04-03 14:56 - skyjake**

*- Target version set to Rendering*

**#3 - 2019-11-29 23:09 - skyjake**

*- Tracker changed from Bug to Feature*

*- Subject changed from Alignpitch/yaw flags don't work on model particles to Alignpitch/yaw flags for model particles*

**#4 - 2019-11-29 23:09 - skyjake**

*- Related to Feature #1699: Particle renderer 2.0 added*