Doomsday Engine - Bug #725

[1.9.0 beta6.4] Particle movement speed increased

2009-07-08 20:01 - deus-ex

Status:	Closed	**Start date:**	2009-07-08
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:			

Description

Particle movement speed appears to be quite faster compared to the previous Doomsday releases, which affect particle gravity. For example blood spurts now describe straight solid streams rather than creating several blood pools and drops. Another example is the bubbles of my Nukage-FX definition (posted at the Newdoom forum) which now move generally upwards at fast speed rather than describing an arc at normal speed.

___
Kind regards,
deus-ex

Labels: Definitions

History

#1 - 2009-07-28 15:13 - danij

All of the recent issues with particle movement and spawning should now be fixed as of 1.9.0-beta6.5

Over the course of the 1.9.0 beta series, particle physics have changed due to bugs creeping into the system. This means that any particle effects authored for one of these versions may now have changed behavior since the afforementioned bugs were addressed.

I have spent a couple of hours today comparing the behavior of various particle effects originally authored for use with version 1.8.6 in the soon-to-be released 1.9.0-beta5 and have noticed no obvious differences.