Doomsday Engine - Bug #936

Particles: setting vector relative to mobj

2010-10-09 21:29 - vermil

Status:	Closed	**Start date:**	2010-10-09
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta6		

Description

Currently there is no way to set the vector of particles from a mobj based generator relative to the facing direction of a mobj, only relative to world co-ordinates.

I think such an option would add considerable flexibility to the system, (for instance, one could envisage a dying Demon model throwing a line of blood behind it as it dies, something not possible with the current generator options.

Strange example yes, but it get's the point across.

Labels: Graphics

History

#1 - 2011-01-26 11:28 - danij

This functionality has been present for as long as I can remember and used throughout the jDRP for example.

http://dengine.net/dew/index.php?title=Generator