

## Doomsday Engine - Feature #1305

### Particle generator flag: instantly kill generator

2003-10-06 18:27 - danij

<b>Status:</b> New	<b>Start date:</b> 2003-10-06
<b>Priority:</b> Lowest	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Rendering	
<b>Description</b> A new particle generator flag is needed:  Instantly kill a generator when the associated mobj dies.  Sometimes it is necessary to use the static flag when creating generators, but as expected they live on after the associated mobj dies.  <b>Labels:</b> Graphics	
<b>Related issues:</b> Related to Feature #1617: Scoped definitions and variables <span style="float: right;"><b>New</b>      <b>2013-10-21</b></span>	

#### History

##### #1 - 2003-10-12 18:34 - skyjake

Instantly kill a generator when the associated mobj dies.

Does "mobj" refer to a monster that dies? Is the problem that the generator is still active on the corpse?

That might be a bit trickier to change, because the death of a monster isn't easily visible from the engine's point of view.

##### #2 - 2003-11-10 11:20 - danij

Logged In: YES  
user\_id=849456

Yes I'm referring to monsters where the generator is still active on the corpse.

##### #3 - 2013-10-21 16:13 - skyjake

- *Tags set to Particles*

- *Subject changed from Particle Generator Flag - Instantly Kill generator to Particle generator flag: instantly kill generator*

##### #4 - 2013-10-21 16:14 - skyjake

Might be more elegant to set a scope condition (or some kind of selector) that says the target must be a mobj with health > 0.

##### #5 - 2013-10-21 21:04 - danij

Actually that would probably be a better solution anyway, given that mobs can be reanimated (e.g., Archvile in DOOM).

##### #6 - 2013-10-22 07:19 - skyjake

- *Priority changed from Normal to Lowest*

##### #7 - 2019-11-29 15:26 - skyjake

- *Target version set to Rendering*