

Doomsday Engine - Feature #1335

Random particle types

2004-03-15 16:27 - danij

Status: New	Start date: 2004-03-15
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering	
Description It would be extremely usefull if particle types could be randomised within a generator. Using a random argument in the first particle stage that is then copyied through the rest of the stages till a different type is specified. Obviously this would only apply for texture & model particles. EG: Generator { State = "TROO_XDIE2" Flags = blendrsub static Speed = 18 Spawn age = 4 Max age = 2260 Particles = 20 Spawn rate = 5 Vector rnd = 10 Init Vector Rnd = 6 Vector { .1 0 12 } Stage { Type = "pt_tex05" TypeRnd = 3 // The type is selected at random from the specified type + 3 (zero index) Radius = 1 Color { .2 .2 1 .1 } Tics = 4 Gravity = -.1 Resistance = .06 } // The following 2 stages have no type specified so the random type chosen in stage 0 will be used Stage { Radius = 2 Color { .2 .2 .2 .1 } Tics = 80 } Stage { Radius = 5 Color { .2 1 1 .3 } Tics = 1 } Stage { Type = "pt_tex11" // A type has been specified so stop using the random type Flags = vflat flat Radius = 20 Color { .2 1 1 .9 } Tics = 10 } } Labels: Graphics	
Related issues: Related to Feature #1699: Particle renderer 2.0 New 2014-01-03	

History

#1 - 2013-10-21 16:50 - skyjake

- Tags set to Particles, Definitions
- Subject changed from Random Particle Types to Random particle types

#2 - 2019-11-29 16:42 - skyjake

- Related to Feature #1699: Particle renderer 2.0 added

#3 - 2019-11-29 16:42 - skyjake

- Category set to Enhancement
- Target version set to Rendering