

Doomsday Engine - Feature #1364

More options for pt_line type particles

2004-09-23 20:42 - danij

Status: New	Start date: 2004-09-23
Priority: Low	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering	
Description A nice addition to the particle system would be more settings for pt_line type particles. Specifically I was thinking: StartColour { RGBA } EndColour { RGBA } Line Width The values would naturally be interpolated from one end of the line to the other. Labels: Graphics	
Related issues: Related to Feature #1699: Particle renderer 2.0 New 2014-01-03	

History

#1 - 2013-10-21 17:18 - skyjake

- Tags set to Particles

#2 - 2013-10-21 17:19 - skyjake

- Priority changed from Normal to Low

#3 - 2019-11-29 15:26 - skyjake

- Target version set to Rendering

#4 - 2019-11-29 15:26 - skyjake

- Category set to Enhancement