

Doomsday Engine - Feature #1430

Particle generator decorations (e.g., particles from a wall)

2006-10-07 11:24 - eunbolt

Status: New	Start date: 2006-10-07
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering	
Description Let particles be generated from walls. This could mean fire effects on textures like "FIREMAG1"	
Related issues: Related to Feature #1699: Particle renderer 2.0 New 2014-01-03	

History

#1 - 2013-10-22 08:19 - skyjake

- Tags set to Particles
- Category set to Enhancement

#2 - 2013-10-22 08:21 - skyjake

- Priority changed from Normal to High

#3 - 2019-11-29 18:40 - skyjake

- Subject changed from Particle generator for walls to Particle generator decorations (e.g., particles from a wall)
- Priority changed from High to Normal
- Target version set to Rendering

#4 - 2019-11-29 18:40 - skyjake

- Related to Feature #1699: Particle renderer 2.0 added