

Doomsday Engine - Feature #1677

Square particle shape (option, as alternative to round particles)

2013-12-05 18:52 - vermil

Status: New	Start date: 2013-12-05
Priority: Low	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering	
Description The default shape for particles in Dday is a circle. However, if users turn off OpenGL filtering, that circular shape can stand out against the unfiltered pixelated gameworld. Hence I would like to ask about adding an in game option for users to change the default shape to a square? I point to Vanilla Quake for a visual example of what I am imagining and also point out that GZDoom already offers users the option to change the default shape of particles between circular and square.	
Related issues: Related to Feature #1699: Particle renderer 2.0 New 2014-01-03	

History

#1 - 2013-12-17 13:56 - skyjake

- Tags set to *Particles, Renderer*
- Subject changed from *default particle shape square* to *Square particle shape (option)*
- Category set to *Enhancement*

#2 - 2013-12-17 13:57 - skyjake

- Priority changed from *Normal* to *Low*

#3 - 2019-11-29 15:51 - skyjake

- Target version set to *Rendering*

#4 - 2019-11-29 15:51 - skyjake

- Subject changed from *Square particle shape (option)* to *Square particle shape (option, as alternative to round particles)*