

Subject: : AmigaOS4

Topic: : Particle Engine - suggestions for use?

Re: Particle Engine - suggestions for use?

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@alfkil

The very first thing that immediately crossed my mind watching it, is some kind of planetary/gravitational system simulation.

e.g. the solar system

- add a massive mass in the center
- add some more smaller masses around it
- add gravitational push and pull
- add trajectory speed to the smaller masses
- add circular speed to all the masses
- add random events, like tiny masses entering your system (comets)
- etc.

too many ideas in my head for now 😊