

Doomsday Engine - Bug #1052

[Heretic] Torch artifact doesn't work properly

2012-06-07 20:55 - vermil

Status: Closed	Start date: 2012-06-07
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.10	
Description In Dday 1.9.8 Heretic's Torch artifact doesn't fully light the world up like it should; it only seems to slightly raise the light level of everything.	
Labels: Heretic, Renderer, Powerup	

History

#1 - 2012-06-08 08:55 - vermil

I have attached two images, one from 1.8.6 and another from the latest unstable build that shows how extreme the differences can get.

#2 - 2012-06-14 13:33 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/1deae93e/0ac7/attachment/Torch186.JPG

#3 - 2012-06-14 13:33 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/1deae93e/20cd/attachment/Torch19.JPG

#4 - 2012-06-14 13:33 - vermil

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/1deae93e/628f/attachment/VanillaHeretic.png

#5 - 2012-06-26 12:26 - vermil

I've also attached an image from Vanilla Heretic, showing that 1.8.6 also wasn't quite handling the artifact correctly.

#6 - 2012-06-26 12:27 - skyjake

- **milestone:** v1.9.0 --> v1.9.0-beta6

#7 - 2012-08-27 19:19 - danij

- **labels:** jHeretic Gameplay --> Heretic

- **summary:** [Heretic]: Torch artifact doesn't work properly --> [Heretic] Torch artifact doesn't work properly

#8 - 2012-08-27 20:32 - skyjake

- **labels:** Heretic --> Heretic, Renderer, Powerup

- **status:** open --> fixed

- **assigned_to:** Jaakko Keränen

- **milestone:** v1.9.0-beta6 --> v1.10

- **priority:** 5 --> 6

#9 - 2013-03-29 11:32 - skyjake

I've fixed the Heretic torch for 1.10 so it doesn't have the Hexen-like distance attenuation.