

Doomsday Engine - Feature #1157

Auto-adjust brightness and contrast

2003-05-22 04:57 - skyjake

Status: Rejected	Start date: 2003-05-22
Priority: Lowest	% Done: 0%
Assignee:	
Category: Enhancement	
Target version:	
Description Something that'd be useful is an automatic brightness/contrast adjustment system. It seems we all like to play jDoom pretty dark, but there are some levels which are almost unplayable at such settings, whereas other levels still seem too bright. What if jDoom considered all indoor sectors on-screen, compared their light levels, and automatically adjusted brightness/contrast on the fly? The effect would be similar to, in real life, walking from a bright room to a dark, or vice versa... After a few seconds, your eyesight adjusts. "It would still need some kind of a 'master setting', because people's monitors have different brightness settings." - Skyjake Yes, I'd realized that, omitted to mention it. The best way I could think to implement user configuration is to keep all existing Brightness/Contrast/Gamma controls as-is, and add an "Auto-Adjust" slider to the control panel. The possible values would be 0-10. 0 = Off 1 = Minimal ... 10 = Aggressive Perhaps it'd be cool to add some sort of time option, to determine how long it takes lighting to adjust, but that would be to control the realism of the effect, a matter of preference and probably unnecessary.	
Related issues: Related to Feature #1635: HDR rendering Resolved 2013-10-23	

History

#1 - 2013-10-18 21:39 - skyjake

- Tags set to Graphics
- Subject changed from Auto-Adjust Brightness & Contrast to Auto-adjust brightness and contrast
- Description updated
- Category set to Enhancement
- Status changed from New to Rejected
- Priority changed from Normal to Lowest

I'd prefer to have actual HDR rendering...