

Doomsday Engine - Feature #1160

Customizable Dynamic Lights

2003-05-25 00:27 - skyjake

Status: Closed	Start date: 2003-05-25
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description Is it possible to be able to create different images for different types of dynamic lights eg so that a light would be cast in only one direction? It would need to be set in the DEDs eg: Light { State = "BAR1"; LightType= "DLight01"; (name of DLight resource) Flags = "lcf_nohalo"; Size = 0.31; Y Offset = -6; } Where it would then use the relevant image instead of the default one. I've created an example by editing the DLight resource in doomsday.wad if you want to see it. The halos would need to use a different image though, as at the moment the same image is used for the wall/floor lights and halos. Should be quite an easy one this. I'll provide all the flats if needed. Dani J666 Labels: Graphics	

History

#1 - 2003-05-26 11:23 - skyjake

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user_id=717323

This should be easy enough to implement. I'd like to make it so that:

- Each Light def can specify a DL texture for Up, Down and Sides (can be set to 'None' for no light in that direction).

- DL textures can be of any arbitrary resolution.

- DL textures can be in a normal PCX, PNG or TGA format. There's no compelling reason for sticking to just RAW.

The example is pretty nice, although I'd imagine that the shadow 'curves' would be rounder.

#2 - 2003-06-01 17:50 - skyjake

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user_id=717323

It's done. And it uses the 8-bit alpha conversion thingy. Actually, since alpha is required for lightmaps, the

conversion is done for all images that don't have alpha.

#3 - 2003-07-24 22:59 - skyjake

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This won't make it into 1.7.9.

#4 - 2003-07-24 23:20 - skyjake

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user_id=717323

...but this will make it in 1.7.12.

#5 - 2003-08-16 21:19 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Yay! Can you make it so they use the 8bit Particle Alpha RFE.

Dani J