

Doomsday Engine - Feature #1276

Attach dynamic lights on models

2003-09-04 17:32 - danij

<b>Status:</b>	New	<b>Start date:</b>	2003-09-04
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>			
<b>Category:</b>	Enhancement		
<b>Target version:</b>	Rendering		
<b>Description</b> A Dynamic Light that is positioned relative to the model. With the option of a "Halo only flag".  Benefits: Lights can be more accurately placed when using models. More realistic lighting on the models producing the light eg: Imp fireball casting light onto the Imp throwing it, muzzle flashes would benefit from the same improvement. Demons eyes glow in the dark with a halo (more realistic than using the fullbright flag).  <b>Labels:</b> Graphics			
<b>Related issues:</b>			
Related to Feature #1219: Configurable missile spawn points		Rejected	2003-07-02
Has duplicate Feature #1299: Lights attached to (sub)models		Closed	2003-10-03

History

#1 - 2003-09-05 08:11 - ben2k9

Logged In: YES  
user\_id=941452

i like it!

#2 - 2004-01-01 15:28 - badrad

Logged In: YES  
user\_id=816824

Sounds like it would be cool to me!

#3 - 2013-10-21 07:58 - skyjake

- Tags set to Lights, 3DModel, Decorations
- Subject changed from 3D Dynamic Light placement on Models to Attach 3D dynamic lights on models

#4 - 2013-10-21 08:01 - skyjake

- Subject changed from Attach 3D dynamic lights on models to Attach dynamic lights on models

#5 - 2016-08-09 10:50 - skyjake

- Category set to Enhancement
- Target version set to Rendering