

Doomsday Engine - Feature #1299

Lights attached to (sub)models

2003-10-03 16:38 - danij

Status: Closed	Start date: 2003-10-03
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description A method to attach lights to a (sub)model via the model definition would be usefull (rather than attaching it to the sprite frame). Using the same definition style as a regular light.	
Labels: Graphics	
Related issues:	
Is duplicate of Feature #1276: Attach dynamic lights on models	New 2003-09-04

History

#1 - 2003-10-05 21:44 - skyjake

Logged In: YES
user_id=717323

The same as RFE 800594?

#2 - 2003-10-07 14:34 - danij

Logged In: YES
user_id=849456

A better implementation would be reusing the same definition.
Rather than add the definition to the model definition.

IE Rather than specifying a state rather assign the light an ID and simply link to that ID in the model definition (which is then centered on the (sub)model).

#3 - 2013-10-21 08:00 - skyjake

- Status changed from New to Closed