

Doomsday Engine - Bug #130

Non-Glowing Flats

2003-09-05 15:18 - skyjake

Status: Closed	Start date: 2003-09-05
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.12	
Description Quote Kaiser: I've played Doom II and I've noticed that the water texture hasn't glowed in some levels either. It didn't glow in Map01 at all, Map02 didn't have this problem (btw, on the walls effected by the glowing flats, I've noticed the same dark streaks on the walls where the vertex meet. again I didn't get this problem in direct x mode) And in Map03 I could hardly see the glow but wasn't glowing as bright as map02 did. Labels: Graphics	

History

#1 - 2003-09-05 21:01 - skyjake

Logged In: YES
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I don't think there's anything wrong in Doomsday. Check these things:

- Data\Graphics\WallGlow.pcx
- rend-glow-fog-bright (new default: 0.15)
- toggle rend-light-blend (1 => very clear effect)