

## Doomsday Engine - Feature #1337

### Smooth changes

2004-03-31 22:27 - jimigrey

<b>Status:</b> Closed	<b>Start date:</b> 2004-03-31
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Dynamic lights: Currently dynamic light changes are instant.  I think there should be a flag that enables a smooth change to the next stage.  It should smooth size, color, intensity, lightmap and halo/flare.  Skin textures: Skin changes are instant too, so a smoothing flag would be nice.  <b>Labels:</b> Graphics	

### History

#1 - 2005-01-17 12:10 - danij

Closing as duplicate.