

Doomsday Engine - Feature #1351

Dynamic Light polys rotated to match THING/Wall angle

2004-07-23 13:39 - danij

Status: Rejected	Start date: 2004-07-23
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description When using lightmaps there are many instances where the top and bottom dynamic light polys should be rotated based on the angle of the THING they are attached to. For instance a lamp casting light in only one direction. And for decor lights rotating them based on the angle of the parent wall. This rotation should be interpolated if the smooth actor rotation is used. Could this be made optional with a flag in the light def? Labels: Graphics	
Related issues: Related to Feature #7: Next-gen renderer (codename "Gloom") Progressed 2003-07-10	

History

#1 - 2013-10-21 17:12 - skyjake

- Tags set to Lights, Renderer

#2 - 2018-10-27 15:11 - skyjake

- Status changed from New to Rejected

Obsolete.