

Doomsday Engine - Feature #1357

[InFine] More blending modes (add/mul/inv etc)

2004-08-17 00:10 - danij

Status: New	Start date: 2004-08-17
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Modding	
Description It would be usefull if these blending modes were made available to be used with InFine objects: add/mul/inv etc...	
Labels: Graphics	
Related issues:	
Related to Feature #7: Next-gen renderer (codename "Gloom")	Progressed 2003-07-10
Related to Feature #1632: InFine 2.0 (on top of Doomsday Script)	New 2013-10-22

History

#1 - 2013-10-21 17:13 - skyjake

- Tags set to InFine

- Subject changed from Exotic blending modes (add/mul/inv etc) for InFine objects to [InFine] More blending modes (add/mul/inv etc)

Also, shaders should be supported.

#2 - 2013-10-22 08:16 - skyjake

- Tags changed from InFine to InFine, GL2

#3 - 2019-11-29 16:43 - skyjake

- Related to Feature #1632: InFine 2.0 (on top of Doomsday Script) added

#4 - 2019-11-29 16:43 - skyjake

- Category set to Enhancement

- Target version set to Modding