

Doomsday Engine - Feature #1360

Correct dynamic lights

2004-08-30 18:51 - killerzero

Status: Closed	Start date: 2004-08-30
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version:	
Description I think that dynamic lights aren't blended correctly. It seems that you multiply texture with lightmap and then multiply with dynamic light(s). (color=texture*lightmap*light) This isn't correct. Dynamic lights should be added to lightmap and then multiplied by texture. (color=texture*(lightmap+light))	
Labels: Graphics	

History

#1 - 2004-08-31 17:26 - skyjake

Logged In: YES
user_id=717323

Don't worry about the duplicate (can't delete it, tho:-)).

There is no way to get around the issue seen in the screenshot. The textures are lit only up to fullbright, but not any brighter than that.

#2 - 2004-09-05 15:28 - skyjake

Logged In: YES
user_id=717323

May I ask what makes you think the lights aren't blended properly? Maybe you could attach a screenshot?

When multiplicative blending is used, the lights should indeed be blended like: texture * (sector light + dynlights).

#3 - 2004-09-05 15:28 - killerzero

without dynlight, with dynlight and difference

Attachments:

- http://sourceforge.net/p/deng/feature-requests/_discuss/thread/89a3b369/a0ce/attachment/scrshts.jpg

#4 - 2004-09-05 15:30 - killerzero

Logged In: YES
user_id=1028163

Sorry I was little hasty with this post, the thing i noticed can't be caused by bad blending, it is probably because lightmaps are "saturated". Here are the screenshots. As you can see, there is a limit when picture can't be lit up more. I added difference of both pictures, it can be seen clearly there. Is it possible to solve this? Maybe use higher bithdepth for render target? (if possible in OGL)

#5 - 2004-09-05 15:32 - killerzero

Logged In: YES
user_id=1028163

Sorry I was little hasty with this post, the thing i noticed can't be caused by bad blending, it is probably because lightmaps are "saturated". Here are the screenshots. As you can see, there is a limit when picture can't be lit up more. I added difference of both pictures, it can be seen clearly there. Is it possible to solve this? Maybe use higher bithdepth for render target? (if possible in OGL)

#6 - 2004-09-06 15:42 - killerzero

Logged In: YES
user_id=1028163

oh, and sorry for duplicate post, I am really an idiot