

Doomsday Engine - Feature #1367

Ambient Light Level

2004-12-07 02:04 - danij

Status:	Closed	Start date:	2004-12-07
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:			
Description It would be great if the Ambient light slider in the Control Panel could be used to lower the overall light level as well as increase it. For instance on levels with lots of decor lights it would be cool to be able to lower the light level. Also use of the Ambient Light level control SHOULD be dissabled in DM as a player can use it to their advantage. Labels: Graphics			

History

#1 - 2005-04-02 20:08 - danij

Logged In: YES
user_id=849456
Originator: YES

No longer necessary. What I was hoping to achieve with this can be better controlled using the light range matrix in 1.9.0

#2 - 2007-05-17 20:23 - ben2k9

Logged In: YES
user_id=941452

hmm, the old gamma correction (F11) still works in Doomsday, surely, set to 1 is dark enough?