

Doomsday Engine - Feature #1425

Disable auto dyn lights on sprites in command line/Snowberry

2006-09-30 06:38 - flamepanther

Status: Closed	Start date: 2006-09-30
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description Automatic dynamic lights are a boon to the normal Doom iwads, but can be distracting in many total and partial conversion pwads. A command line switch, supported by Snowberry, that would disable automatic lighting on sprites would be a great help for such mods, much like disabling external textures has been.	
Labels: Customizability	

History

#1 - 2006-09-30 20:17 - danij

Logged In: YES
user_id=849456

Added cvar "rend-mobj-light-auto". 1=Enable automatically calculated lights/halos for mobs.

Implemented in SVN for Doomsday 1.9.0-beta5