Doomsday Engine - Feature #1426

Disable automatic translucency in command line/Snowberry

2006-09-30 06:42 - flamepanther

Status:	Closed		**Start date:**	2006-09-30
Priority:	Normal		**% Done:**	100%
Assignee:	danij			
Category:				
Target version:				

Description

Automatic translucency on sprites can have strange and distracting effects in pwads that change Doom too thoroughly. And command line option and coresponding check box for Snowberry would greatly improve support for total conversions.

Labels: Graphics

History

#1 - 2006-10-12 21:32 - danij

Logged In: YES
user_id=849456

Added cvar "rend-sprite-alpha". 1=Enable variable translucency on sprites.

Implemented in SVN for Doomsday 1.9.0-beta5.