

## Doomsday Engine - Feature #1462

### Light Amp Goggles and Torches affect dynamic lights

2008-04-23 21:04 - vermil

<b>Status:</b> Rejected	<b>Start date:</b> 2008-04-23
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Ability to optionally specify in a ded, wheter the Doom Light Amp Goggles and Heretic/HeXen torches affect dynamic lights that only display at certain light levels (i.e lights not set to display at light level's of 255 won't be displayed if you have Goggles or a Torch on.	
<b>Labels:</b> Graphics	
<b>Related issues:</b> Related to Feature #1635: HDR rendering <b>Resolved</b> <b>2013-10-23</b>	

#### History

##### #1 - 2008-04-24 11:54 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

I don't think I really understand what you are requesting. Dynamic lights will never be visible at sector light level 255 since that means "fully bright" and so displaying dynamic lights would be pointless since the sector cannot get any brighter.

##### #2 - 2008-05-01 13:18 - danij

Letting sector light level amplify the dimensions and/or brightness of dynamic lights attached to things would certainly be possible (this is already implemented for light decorations).

I don't like the goggles idea, sorry.

##### #3 - 2009-10-04 20:53 - vermil

Logged In: YES  
user\_id=1420350  
Originator: YES

True, the light source itself isn't visible at 255, but if the light is coloured it still colours the surrounding area at that light level.

My request is...

You can set the size of a flat or wall based dynamic light (though not a thing based one, that's another feature request right there) to vary depending on a sectors light level.

I was wondering if an option could be added that also factors whether the player has Goggles or a Torch active when they look at said dynamic light. That said dynamic light will look like it is sitting in a sector with 255 brightness, regardless of what the sectors actual light level is when the player isn't using Goggles or Torch.

##### #4 - 2013-10-22 09:21 - skyjake

- Tags set to Lights  
- Status changed from New to Rejected

I can't really grasp what is being suggested here; closing.

##### #5 - 2013-10-22 22:29 - danij

I believe what vermil was looking for is a way to apply dynamic lightings to a surface that is already "fully bright". For example, a sector whose lightlevel is 255 could be "over-brightened" by dynamic lights until the surface in question becomes a white blob at the extreme due to over saturation of the diffuse texture.

Essentially this is HDR stuff.

#6 - 2013-10-23 08:31 - skyjake

There is now a Feature for HDR: [#1635](#).