Doomsday Engine - Feature #1483

Shine maps and mask (greyscale or palleted)

2009-02-09 05:30 - eunbolt

Status:	Closed	**Start date:**	2009-02-09
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:			

Description

Allow shinemaps and masks? to be greyscale or palleted so that much room can be saved in texture packs used in doomsday

Labels: Graphics

Related issues:

Related to Feature #1625: Per-pixel surface shading (bump/specular/reflection...	**Progressed**	2013-10-22

History

#1 - 2013-10-22 09:49 - skyjake

- Tags set to Renderer, Textures, Materials

- Subject changed from shinmaps and greyscale or palleted to Shine maps and mask (greyscale or palleted)

#2 - 2019-11-29 18:48 - skyjake

- Status changed from New to Closed

Closing as obsolete, solved by PBR materials.