

Doomsday Engine - Feature #1549

Material property that allows disabling ambient occlusion

2011-10-25 19:49 - vermil

Status: Rejected	Start date: 2011-10-25
Priority: Low	% Done: 0%
Assignee:	
Category: Enhancement	
Target version:	
Description A material property which allows you to disable fakeradio. Speaks for it'self. Labels: Customizability	
Related issues: Related to Bug #143: [Doom] Doom 2 Map30 lines across demon head Rejected 2003-10-03	

History

#1 - 2013-10-22 12:11 - skyjake

- Tags set to Materials, Renderer, AmbientOcclusion
- Subject changed from A material property which allows you to disable fakeradio to Material property that allows disabling ambient occlusion
- Category set to Enhancement
- Priority changed from Normal to Low

#2 - 2019-11-29 15:46 - skyjake

- Status changed from New to Rejected