

## Doomsday Engine - Feature #1555

### Add dynamic lights without having to alter the mob def

2012-03-06 10:53 - vermil

<b>Status:</b> Rejected	<b>Start date:</b> 2012-03-06
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Currently one can only add dlights to individual mob states that are full bright or whose mob defs have the mf2_always lit flag, which auto adds a dlight to every one of the mobs states.  The mf2_alwayslit flag is also misleadingly named; it incorrectly implies that it lights up the sprite itself, whereas it just auto adds a dlight to every one of the mobs state.  On the whole, maybe one day, Dday could have the freedom with dlight editing, that it enjoys with generators?	
<b>Related issues:</b> Related to Feature #1617: Scoped definitions and variables <b>New</b> <b>2013-10-21</b>	

#### History

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

- Tags set to *Lights, Definitions*

**#2 - 2019-11-29 19:12 - skyjake**

- Status changed from *New* to *Rejected*