

Doomsday Engine - Feature #1627

Feature # 7 (Progressed): Next-gen renderer (codename "Gloom")

Render game view to a texture

2013-10-22 08:05 - skyjake

Status: Closed	Start date: 2013-10-22
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Enhancement	
Target version: 1.13	
Description Drawing a client window or any camera view to a texture, for example for security camera's and portal effects. Also, it is worth noting this might also useful for basic UI composition.	
Related issues:	
Related to Feature #1221: Movies playing on world surfaces (monitors, etc.)	Rejected 2003-07-03
Related to Feature #1476: Support for the features of the Playpal and Colorma...	New 2008-11-08
Related to Feature #1635: HDR rendering	Resolved 2013-10-23
Copied from Feature #1199: Shaders, Texture Maps + other ver.2 features.	Closed 2003-06-18

History

#1 - 2013-10-22 08:05 - skyjake

- Description updated

#2 - 2013-10-22 22:16 - danij

The more important use case here is the portal effects as this enables all manner of algorithms which are presently beyond our reach.

#3 - 2015-01-13 19:39 - skyjake

- Status changed from New to Closed

- Assignee set to skyjake

- Target version set to 1.13

- % Done changed from 0 to 100

#4 - 2015-01-13 19:41 - skyjake

This has been implemented in 1.13 and is being used for the busy mode background/transition image. Also, a widget for compositing the UI onto a texture is also present in the framework (used in Oculus Rift mode).