Doomsday Engine - Feature #1655

Feature # 4 (In Progress): UI improvements

Offscreen UI composition

2013-11-05 08:11 - skyjake

Status:	Closed	**Start date:**	2013-11-05
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	1.13		

Description

Doomsday's UI framework needs to have the ability to flatten a widget tree into an offscreen buffer (such as a GL texture) and then use that offscreen buffer for further drawing operations.

This is useful for instance for applying shader effects or a custom 2D/3D projection to the UI.

Related issues:

Related to Feature #1636: Support for Oculus Rift	**Closed**	**2013-10-23**

History

#1 - 2013-11-05 08:12 - skyjake

- % Done changed from 0 to 80

#2 - 2013-11-05 08:13 - skyjake

Currently implemented in the "oculus-rift" branch. The remaining missing detail is appropriate alpha blending for the flattened graphics.

#3 - 2013-11-05 08:13 - skyjake

- Target version set to 1.13

#4 - 2013-11-05 10:57 - skyjake

- Status changed from New to In Progress

#5 - 2013-11-11 10:39 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 80 to 100

Marking this as completed: CompositorWidget can be used as the parent anywhere in the widget tree to create a composite of that branch.

The assumption currently is that the offscreen target is used to draw a transparent UI layer, so the resulting texture is drawn back to the normal target using premultiplied alpha blending.