

Doomsday Engine - Feature #1685

Feature # 1663 (New): Replace game-side color filter / special effect with LensFx

[Doom] Inverted B&W palette for invulnerability

2013-12-17 13:50 - skyjake

Status: Closed	Start date: 2013-12-17
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Vanilla emulation	
Target version: 1.13	
Description The new "postfx" command can be used to draw the game world with an inverted monochrome shader. This should be used in libdoom as the invulnerability effect instead of drawing a pass that negates all colors.	
Related issues:	
Related to Feature #1623: Shaders	Progressed 2013-03-01
Related to Feature #1694: [Doom] Invulnerability animation: full bright sync,...	New 2013-12-31
Related to Bug #1809: Postfx causes other splitscreen consoles to go black/white	Closed 2014-05-25

Associated revisions

Revision c2ff3b40 - 2013-12-18 17:50 - skyjake

Renderer|libdoom: Use postfx for invulnerability effect

The "post.fx.monochrome.inverted" shader is used as the invulnerability effect in libdoom.

The blinking effect when the power-up is going away now conforms to vanilla in that it toggles between completely on and off.

The "postfx" command was enhanced to allow specifying a manual opacity factor for the effect.

IssueID #1685

History

#1 - 2013-12-17 13:58 - skyjake

- Parent task set to #1663

#2 - 2013-12-18 17:51 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 0 to 100

#3 - 2014-05-25 19:32 - skyjake

- Related to Bug #1809: Postfx causes other splitscreen consoles to go black/white added