

Doomsday Engine - Bug #2002

Light decoration level fields ignored if min/max values indential

2015-03-25 22:56 - vermil

Status: Rejected	Start date: 2015-03-25
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description	
In light decoration def's, the levels field appears to be ignored if the min/max values are identical.	
Sure I could have min/max values with a difference of 1, but there could always be some obscure level out there that happens to have a light level that matches the min value and hence is displayed differently to the way I would prefer.	

History

#1 - 2015-03-26 01:25 - danij

- Status changed from New to Rejected

This is expected behavior. The docs define behavior for the min < max and max > min cases. As such if min == max the mod author's intention is ambiguous (off before min and on after max, or, on before min and off after max?).

The defined behaviors should already account for the mod author's intention, whichever it may be. For example, if the intention is to have a light turn on at sector lightlevel 1 and ramp up to full brightness at 255 then use Levels { 1 255 } (or Levels { 1 2 } if no ramping up from 1..255 is desired).

#2 - 2015-03-26 11:20 - vermil

I guess this could be converted to an RFE then?