Doomsday Engine - Feature #2035

Feature # 2033 (Progressed): Runtime map editor

Map lighting editor (volume, surface, and point sources)

2015-05-05 10:22 - skyjake

Status:	New		**Start date:**	2015-05-05
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Redesign			
Target version:	Modding			

Description

Rethinking and extending the old bias light editor ([bledit](#)), the map editor should include a mode for editing the lighting of a map.

- Volume lighting is the traditional sector-based lights.
- Surface lighting is where planes and walls can emit light (e.g., sky ceilings, glowing lava).
- Point lighting is for the (semi)static vertex-based lighting ("bias lights"), dynamic light sources, and other light sources suitable for shadow mapping.

Related issues:

Related to Feature #2197: Remove the 'Bias' volumetric lighting system and th...	**Closed**	**2017-02-06**

History

#1 - 2017-02-06 14:14 - skyjake

- Related to Feature #2197: Remove the 'Bias' volumetric lighting system and the Bias light source editor ("bledit") added

#2 - 2019-11-29 21:59 - skyjake

- Target version set to Modding