

## Doomsday Engine - Feature #2035

Feature # 2033 (Progressed): Runtime map editor

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

2015-05-05 10:22 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2015-05-05
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Redesign	
<b>Target version:</b> Modding	
<b>Description</b> Rethinking and extending the old bias light editor ( <a href="#">bledit</a> ), the map editor should include a mode for editing the lighting of a map. <ul style="list-style-type: none"><li>• Volume lighting is the traditional sector-based lights.</li><li>• Surface lighting is where planes and walls can emit light (e.g., sky ceilings, glowing lava).</li><li>• Point lighting is for the (semi)static vertex-based lighting ("bias lights"), dynamic light sources, and other light sources suitable for shadow mapping.</li></ul>	
<b>Related issues:</b> Related to Feature #2197: Remove the 'Bias' volumetric lighting system and th... <b>Closed</b> <b>2017-02-06</b>	

### 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