

## Doomsday Engine - Bug #2077

### Odd lighting glitch in latest builds

2015-06-01 19:22 - rhargrave

<b>Status:</b> Closed	<b>Start date:</b> 2015-06-01
<b>Priority:</b> High	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b> Defect	
<b>Target version:</b>	
<b>Description</b>	
In the latest builds of DD, there are some strange lighting bugs that appear along map geometry. It is likely that these are originating somewhere in the dynamic lighting system.	
These occur regardless of whether bias lighting is in use.	

#### Associated revisions

##### Revision c225aae2 - 2015-06-11 01:22 - danij

Refactor|Renderer|Client: Moved map geometry buffer writes out of DrawList

Tasking DrawList with performing map geometry buffer writes results in an awkward bottleneck that not only encumbers the DrawList class with this responsibility but also forces the users of it to first build the geometry locally beforehand.

Todo (Optimize): Now that geometry writes are performed independently of DrawList the actual geometry generation can be re-written to avoid the need for temporary storage and passing the actual geometry data down the line (instead only buffer used, the type(s) of primitive and their vertex indices need passing).

IssueID #2077

#### History

##### #1 - 2015-06-01 19:24 - danij

- Status changed from New to In Progress

- Assignee set to danij

##### #2 - 2015-06-11 01:42 - danij

This issue should now be fixed as of c225aae - please re-test let me know if you still encounter this problem.

##### #3 - 2015-06-11 01:42 - danij

- % Done changed from 0 to 100

##### #4 - 2015-11-24 19:07 - skyjake

- Status changed from In Progress to Feedback

- Target version set to 2.0 – Home UI & Packages

##### #5 - 2015-11-24 19:07 - skyjake

- Target version changed from 2.0 – Home UI & Packages to 49

##### #6 - 2016-08-07 10:00 - skyjake

- Status changed from Feedback to Closed

##### #7 - 2017-02-25 12:02 - skyjake

- Target version deleted (49)

#### Files

doom1-ultimate-003.png	1.59 MB	2015-06-01	rhargrave
doom1-ultimate-004.png	1.9 MB	2015-06-01	rhargrave