Doomsday Engine - Feature #2208

cubemap screenshot function/console command

2017-03-05 08:23 - eunbolt

Status:	Closed		**Start date:**	2017-03-05
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:	Enhancement			
Target version:	2.1 (Late 2018)			

Description
Allow for a keypress/console command to take a 360 screenshot for use in reflection cube maps This would allow for quick creation of reflection maps for 3d models.

Associated revisions

Revision 2867bd47 - 2017-03-07 21:12 - skyjake

Renderer|Client: Rendering a cubemap screenshot ("cubeshot" command)

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Revision 29d1c57d - 2017-03-07 23:08 - skyjake

Renderer|Client: "cubeshot" chooses a unique output file name

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History

#1 - 2017-03-05 09:05 - skyjake

- *Tags set to Renderer, Console, 3DModel*

- *Category set to Enhancement*

- *Assignee set to skyjake*

- *Target version set to 2.1 (Late 2018)*

#2 - 2017-03-07 21:08 - skyjake

- *Status changed from New to Resolved*

- *% Done changed from 0 to 100*

#3 - 2017-03-20 09:37 - skyjake

- *Status changed from Resolved to Closed*