Doomsday Engine - Feature #2290

Extend ambient light Map Info and Cvar to reduce light levels

2018-10-31 14:24 - vermil

Status:	Rejected	**Start date:**	2018-10-31
Priority:	Low	**% Done:**	0%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	Modding		

Description

Extend ambient light Map Info and Cvar to reduce light levels

Dday offers these two features to globally increase the light level of a map, though confusingly the cvar takes 0-255 and the map info command takes 0-1, according to the documentation.

it might be cool if both options could be extended to cover minus values, to globally decrease the light level of a map?

History

#1 - 2018-11-19 19:58 - skyjake

- Target version set to 2.2 (2019)

#2 - 2019-11-05 08:38 - skyjake

- Status changed from New to Rejected

- Assignee set to skyjake

- Priority changed from Normal to Low

- Target version changed from 2.2 (2019) to Modding

The ambient light settings define a minimum value for sector lighting, so negative values would have no effect — the default sector light levels would have higher values and thus take precedence.

One would need to add a new cvar that applies a global light level offset after or before the ambient minimum, but I'm not convinced if that's very useful? Perhaps you could elaborate with a use case.