

## Doomsday Engine - Feature #2469

### NVIDIA RTX Ray Tracing Support

2022-08-30 04:21 - 1473x

|   |           |                    |            |
|---|-----------|--------------------|------------|
| <b>Status:</b>  | New       | <b>Start date:</b> | 2022-08-30 |
| <b>Priority:</b>  | Normal    | <b>% Done:</b>     | 0%         |
| <b>Assignee:</b>  | Deng Team |                    |            |
| <b>Category:</b>  |           |                    |            |
| <b>Target version:</b>  |           |                    |            |
| <b>Description</b>  |           |                    |            |
| I love your game engine. It would be great to introduce ray tracing support for NVIDIA RTX cards that support it. Another engine has this feature (see <a href="https://github.com/sultim-t/prboom-plus-rt/releases/tag/v2.6.1-rt1.0.7">https://github.com/sultim-t/prboom-plus-rt/releases/tag/v2.6.1-rt1.0.7</a> ) but it pales in comparison to the feature set that Doomsday has. |           |                    |            |