

Doomsday Engine - Bug #262

Light + Halo not centered to sprite correctly

2005-10-24 10:06 - danij

Status: Closed	Start date: 2005-10-24
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version: 1.9.0	

Description

Run jDoom with the Batman TC available here:
<http://www.doomworld.com/idgames/index.php?id=12391>

Towards the end of MAP01 is a room with a balcony staircase and wall lights. These wall lights are sprites (CANDA0 in batman.wad) Doomsday correctly generates a dynlight+halo for this sprite but the center for which that is calculated in GL_CalcLuminance() is incorrect.

This results in a light source that is clearly in the wrong place and a halo that is floating in mid air, this looks quite bad :-)

CANDA0 in batman.wad is 19x128 and consists of at least 75% alpha'd pixels.

Labels: Graphics

History

#1 - 2006-02-22 04:40 - danij

Logged In: YES
user_id=849456

Fixed for 1.9.0.

Improved algorithm to clip 100% alpha regions from the src buffer before calculating luminance in GL_CalcLuminance().