

Doomsday Engine - Bug #500

Light values sometimes don't render

2007-12-21 17:53 - asmith1285

Status: Closed	Start date: 2007-12-21
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta5	

Description

After setting default light values in the Control Panel of jDoom, the given light values will reset with each new level or like game interruptions (if a windows alt+tab command is done for example).

After the light values reset to factory default values, even though my set defaults are still selected in the control panel, one has to return to the control panel and adjust the light options once again to make them register.

Also, when starting a new game in jDoom when default light values are already selected, it is a 50/50 chance whether the game will allow light values to be modified at all. That is to say no amount of adjustment will change a thing.

All of this is with 32-bit Opengl color adjustments selected in the snowberry and jdoom options menus.

Labels: OpenGL Renderer

History

#1 - 2008-01-04 20:17 - danij

Logged In: YES
user_id=849456
Originator: NO

Closing as duplicate.