

## Doomsday Engine - Bug #523

### lightref\_original doesn't work for coloured lighting

2008-07-11 19:38 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2008-07-11
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b>	
Seems referencing a sectors original colored lighting doesn't work (Dday's documentation and the Src state/show it should). Dday just does nothing.	
<pre>Line Type{ ID = X Class = sector_light Type = timed_off Flags = player_use Flags2 = when_act   any Count = -1 Time = 1; lp0 = "lsref_all" lp2 = 0 lp3 = 1 lp6 = "lightref_original"; }</pre>	
<b>Labels:</b> XG	

#### History

##### #1 - 2008-07-11 19:56 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

Can you give me a step by step (or better yet, an example) to allow me to reproduce this please, as I've just tried replicating what I think you are reporting and it worked as expected.

##### #2 - 2008-07-11 20:33 - vermil

Logged In: YES  
user\_id=1420350  
Originator: YES

Well, as we discussed via PM at New Doom very recently, resulting in you deciding it was a bug (hence why I posted it here).

I change colored lighting across the map via another def that set's it to all cl to an absolute value. Works fine.

However, when I try to restore the cl to the original values set at map load using lightref\_original, it doesn't work and has no effect.

I have tried the above with sector lighting (i.e. with lp2 and 4 instead of 3 and 6) and it works flawlessly.

##### #3 - 2008-10-18 16:55 - danij

Fixed in svn for 1.9.0-beta6