

## Doomsday Engine - Bug #62

### Halo clipping vs. masked walls

2003-06-09 22:40 - skyjake

<b>Status:</b> Closed	<b>Start date:</b> 2003-06-09
<b>Priority:</b> Lowest	<b>% Done:</b> 100%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> 1.7.10	
<b>Description</b> For example in E1M3, around the nukage pool.  Halos look really bad when they're visible between the ceiling and the top of the masked walls.  <b>Labels:</b> Graphics	

#### History

##### #1 - 2007-05-28 06:40 - yagisan

Logged In: YES  
user\_id=1248824  
Originator: NO

bump - whats happening here ?

##### #2 - 2007-05-29 12:36 - danij

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

This is an interesting problem. If we really want to handle this properly we will need a LOS test that can cast a ray through a perspective projected texture. Test to see if the covering texels of the lumobj origin are clipped by an opaque pixel in the masked wall.

I wonder if it might be better to rethink our approach with this. If instead we encoded lumobj origins into the accumulation buffer we could then cross reference with the z buffer and add halos as a post processing step.

##### #3 - 2009-07-23 12:15 - skyjake

Wait for 2.0 renderer.