Doomsday Engine - Bug #882

Fullbright psprites and colored lighting

2010-03-31 15:46 - danij

Status:	New		**Start date:**	2010-03-31
Priority:	Normal		**% Done:**	0%
Assignee:				
Category:	Redesign			
Target version:	Rendering			

Description

Drawing fullbright psprites currently looks rather odd when colored sector lighting is in effect.

I proposed an algorithm to address this here:
http://www.doomworld.com/vb/doom-editing/50414-zdoom-colored-sector-and-weapons-flash/

Due to the way the current material/texture system works it is currently impractical to implement this presently but we should consider it for 2.0

Labels: Graphics

Related issues:

Related to Feature #7: Next-gen renderer (codename "Gloom")	**Progressed**	**2003-07-10**

History

#1 - 2013-10-22 19:10 - skyjake

- Tags set to Renderer, Weapons, Lights

- Category set to Redesign

- Target version deleted (1.9.0-beta6)

#2 - 2017-04-03 14:59 - skyjake

- Target version set to Rendering