Doomsday Engine - Bug #908

Detail texture maximum distance ignored

2010-05-11 23:31 - danij

Status:	New	**Start date:**	2010-05-11
Priority:	High	**% Done:**	0%
Assignee:			
Category:	Defect		
Target version:	Rendering		

Description

Presently the maximum distance specified in a Detail definition is ignored. Doomsday should use this value as a factor when generating the mip level textures to progressively ramp up/down the rate at which they blend to grey.

Labels: Graphics

Related issues:

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

History

#1 - 2010-11-12 02:44 - skyjake

Mipmap levels depend on screen resolution, so if they are used for this purpose they have to take the screen dimensions into account.

The default detail texture visibility limit is (was?) 256 units.

#2 - 2012-05-07 06:14 - danij

Rather than modifying the mip levels it would be a whole lot easier to use GL_TEXTURE_LOD_BIAS to apply the maximum distance.

Using the mip level approach is problematic because the maximum distance varies for each detail texture definition and texture file combination. This is further complicated by the fact we need to provide the user with a distance factor multiplier.

#3 - 2013-10-22 14:46 - skyjake

- Tags set to Textures, Materials, Renderer

- Subject changed from Detail texture max distance ignored to Detail texture maximum distance ignored

- Category set to Defect

- Target version deleted (1.8.6)

#4 - 2013-10-22 14:46 - skyjake

- Parent task set to #7

#5 - 2015-12-22 13:20 - skyjake

- Parent task deleted (#7)

#6 - 2015-12-22 13:20 - skyjake

- Related to Feature #7: Next-gen renderer (codename "Gloom") added

#7 - 2017-04-03 14:59 - skyjake

- Target version set to Rendering