

## Doomsday Engine - Bug #937

### [Heretic] Wrong color default dynamic light on sprite

2010-10-10 03:45 - zoeikon

<b>Status:</b> Closed	<b>Start date:</b> 2010-10-10
<b>Priority:</b> Low	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> Apparently been a bug for a while, and is still there on the SVN that I have, is that on the PHOENIXFXI2_4 and PHOENIXFXI2_5 states there is assigned a white dynamic light that causes desaturation of the sprite and completely opaque white on particles. So, rather than fading naturally, it for some reason turns to white on the last two frames.	
<b>Labels:</b> jHeretic	

### History

#### #1 - 2010-10-11 07:55 - danij

Can you perhaps take a screenshot of the issue? I've tested in the latest 1.9.0-Beta6.9 release and cannot see a problem with this.

#### #2 - 2010-10-11 08:16 - zoeikon

Here's what it looks like in-game

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/48a61139/d1bb/attachment/heretic-ext-014.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/48a61139/d1bb/attachment/heretic-ext-014.jpg)

#### #3 - 2010-10-11 16:05 - zoeikon

I uploaded a screenshot here as an attached file. I guess it's not so bad, as it just takes a light definition or two to correct it.

#### #4 - 2010-10-11 16:06 - skyjake

- **status:** open --> pending
- **milestone:** SVN\_Head --> v1.8.5
- **priority:** 5 --> 3

#### #5 - 2012-08-27 18:42 - skyjake

- **milestone:** v1.8.5 --> v1.8.6

#### #6 - 2012-08-28 04:58 - skyjake

- **status:** pending --> closed