

Doomsday Engine - Feature #1362

Feature # 7 (Progressed): Next-gen renderer (codename "Gloom")

Feature # 6 (Progressed): Draw lens flares using GL2

Smoothing of dynlights & halos

2004-09-01 17:29 - danij

Status:	New	Start date:	2004-09-01
Priority:	Normal	% Done:	0%
Assignee:	skyjake		
Category:	Enhancement		
Target version:	Rendering		
Description I'm not sure if this has been mentioned before (or if this should be an RFE instead of a bug) but currently there is no smoothing applied to the properties of dynlights or halos. Now that nearly everything is being smoothed it looks somewhat odd how the dynlights & halos aren't smoothed between frames and states. So if state STATE_RUN1 has a dynlight of radius .8 and STATE_RUN2 has a radius of 1.2, there should be a smooth transition between the two. I'm thinking there might also need to be a flag to dissable smoothing in certain instances. Labels: Graphics			

History

#1 - 2005-05-29 14:03 - danij

Converting to RFE

#2 - 2013-10-16 14:24 - skyjake

- Assignee set to skyjake

- Target version set to 1.13

- Parent task set to #6

#3 - 2013-10-16 14:34 - danij

As of 1.12 luminous objects are now owned by the de::Map instance. However they currently cleared and regenerated at the start of each world frame.

#4 - 2013-10-16 14:38 - skyjake

For the new lens flare drawing code, it is quite important that luminous objects are tracked across frames. I suppose it's not very difficult to maintain a persistent collection of luminous objects in the map, though?

#5 - 2013-10-16 14:52 - danij

Indeed I expect this can be implemented by removing the regenerating and instead updating lumobj properties if/when necessary. Lumobj could then handle the interpolation internally.

#6 - 2013-10-16 14:54 - skyjake

- Tags set to *Renderer, Lights, LensFlare*

#7 - 2013-10-18 14:42 - skyjake

- Category set to *Enhancement*

#8 - 2013-11-15 11:31 - vermil

I would like to debate what the default should be; smoothing or no smoothing. I.e should it be a flag to enable smoothing or a flag to disable smoothing.

Old mods were obviously designed not expecting smoothing, but some mods tried to 'fake' it.

Yet one of Dday's primary aims is to enhance the visuals of classic maps that weren't designed for said visuals in the first place and that could include old Dday mods.

#9 - 2013-12-07 17:24 - skyjake

- *Target version changed from 1.13 to 1.14*

#10 - 2014-03-08 13:50 - skyjake

- *Target version changed from 1.14 to 1.15*

#11 - 2014-07-17 11:04 - skyjake

- *Target version changed from 1.15 to 42*

#12 - 2015-04-22 04:23 - danij

- *Target version deleted (42)*

#13 - 2019-11-29 16:44 - skyjake

- *Target version set to Rendering*