

Doomsday Engine - Feature #1418

Melting Screen effect

2006-08-24 02:27 - papercut2

Status: Closed	Start date: 2006-08-24
Priority: Normal	% Done: 100%
Assignee: danij	
Category:	
Target version:	
Description In the original doom, it had a little effect when you started a new game, the screen would kinda wash away to the next one. Pretty neat. Will this come back in later releases? Or at least a decent substitute?	
Labels: Graphics	

History

#1 - 2006-08-24 02:55 - danij

Implemented for 1.9.0-Beta6.9

#2 - 2006-08-26 05:07 - danij

Logged In: YES
user_id=849456

Maybe one day. This kind of thing is very low priority as it has no negative impact on the actual playing experience.

#3 - 2007-05-22 18:04 - papercut2

Logged In: YES
user_id=1566636

Granted it has no negative impact, though i believe it's jaako's goal to keep the very feel doom game, and I'm sure that that melting screen effect was a very unique feature that doom had. after all this is a feature request, not a bug report.

#4 - 2010-05-05 17:17 - skyjake

Logged In: YES
user_id=717323
Originator: NO

Now that we're taking the screen capture at the beginning of busy mode, we actually can do the melting effect. It's just a matter of doing similar animation with a bunch of tall quads and the screenshot, running when the busy mode ends.