

Doomsday Engine - Feature #1555

Add dynamic lights without having to alter the mob def

2012-03-06 10:53 - vermil

Status: Rejected	Start date: 2012-03-06
Priority: Normal	% Done: 0%
Assignee:	
Category:	
Target version:	
Description Currently one can only add dlights to individual mob states that are full bright or whose mob defs have the mf2_always lit flag, which auto adds a dlight to every one of the mobs states. The mf2_alwayslit flag is also misleadingly named; it incorrectly implies that it lights up the sprite itself, whereas it just auto adds a dlight to every one of the mobs state. On the whole, maybe one day, Dday could have the freedom with dlight editing, that it enjoys with generators?	
Related issues: Related to Feature #1617: Scoped definitions and variables New 2013-10-21	

History

#1 - 2013-10-22 12:22 - skyjake

- Tags set to *Lights, Definitions*

#2 - 2019-11-29 19:12 - skyjake

- Status changed from *New* to *Rejected*