

Doomsday Engine - Feature #1727

Apply colored sector lighting by sector via DED

2014-02-09 19:43 - vermil

Status:	New	Start date:	2014-02-09
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Enhancement		
Target version:	Modding		
Description			
<p>Many of Dday's visual effects (i.e generators, decorations, material glows etc) can be or are automatically applied to any map.</p> <p>However, coloured sector lighting, aside from sky glow related, has always been locked to XG, which can't be easily applied to an already made map.</p> <p>I wonder about the possibly of being able to apply coloured sector lighting to an already made map, either by material or on a sector by sector basis?</p> <p>Naturally, the later would require ded's to be specifically written for the map in question, which would in turn require some sort of way of linking a definition to a specific map of a specific pwad, to be clean (i.e that would allow one single ded that contains coloured sector lighting for any number of pwads, rather than a separate ded for each map and/or pwad).</p>			
Related issues:			
Related to Feature #1756: URIs for locating/identifying resources and assets		Rejected	2014-04-18
Related to Feature #1620: XG 2.0		Progressed	2010-04-20

History

#1 - 2014-02-10 10:40 - skyjake

- Tags set to Definitions, MapData, Mod
- Subject changed from Ability to apply coloured sector lighting by sector via ded to Apply colored sector lighting by sector via DED
- Category set to Enhancement

#2 - 2015-05-29 09:39 - skyjake

- Related to Feature #1756: URIs for locating/identifying resources and assets added

#3 - 2019-11-29 19:25 - skyjake

- Related to Feature #1620: XG 2.0 added

#4 - 2019-11-29 19:26 - skyjake

- Target version set to Modding