

## Doomsday Engine - Bug #2318

### Light blending bug where dynamic lights with additive blending cause textures to become temporarily fully white

2019-01-23 09:24 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2019-01-23
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>	Regression		
<b>Target version:</b>	2.1.1		
<b>Description</b>			
For example, see comments:			
<ul style="list-style-type: none"><li>• <a href="https://talk.dengine.net/discussion/comment/17388/#Comment_17388">https://talk.dengine.net/discussion/comment/17388/#Comment_17388</a></li><li>• <a href="https://talk.dengine.net/discussion/2667/hexen-flickering-problem">https://talk.dengine.net/discussion/2667/hexen-flickering-problem</a></li></ul>			

#### Associated revisions

##### Revision 40938758 - 2019-01-27 19:09 - skyjake

Fixed|Renderer: Missing blending modes in DGL shader

DGL texture modulation modes 5 and 7 were missing. These were being used for additive dynamic lights (e.g., when fog is enabled).

IssueID #2318

##### Revision 4d8442d4 - 2019-01-27 19:10 - skyjake

Fixed|Renderer: Missing blending modes in DGL shader

DGL texture modulation modes 5 and 7 were missing. These were being used for additive dynamic lights (e.g., when fog is enabled).

IssueID #2318

#### History

##### #1 - 2019-01-23 09:25 - skyjake

- Description updated

##### #2 - 2019-01-27 18:54 - skyjake

- Subject changed from Apparent light blending bug where dynamic lights cause textures to become temporarily fully white to Light blending bug where dynamic lights with additive blending cause textures to become temporarily fully white

##### #3 - 2019-01-27 18:56 - skyjake

- Status changed from New to In Progress

- % Done changed from 0 to 30

##### #4 - 2019-01-27 19:09 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 30 to 100

##### #5 - 2019-02-17 12:42 - skyjake

- Status changed from Resolved to Closed