Deus Ex: Revision - Suggestions #757

Vandenberg Control Center - Add light switches to smaller alcove on level 2

2016-10-01 06:34 - Sam Keightley

Status:	New		**Start date:**	2016-10-01
Priority:	Undecided		**Due date:**	
Assignee:	Le Swanky		**% Done:**	0%
Category:	Mapping, non-geometry		**Estimated time:**	0.00 hour
Target version:				

Description

This is more to match the functionality of the larger alcove the other side of the display, but adds polish to the mod but adding these extra small details. The positioning is ideal as they are guaranteed paths players and people in reality would take to enter and exit the space as well as being intuitive.

The switch near the display is the exact same as the switch on the other side, it's center is in between the edge of the centered display and the edge of the wall, with a vertical height of 50% wall height.

The switch near the door should be 50% wall height and who switch widths away from the door, on the side opposite the hinges.

The intensity of the light should also match the modified light intensity of the larger alcove to improve light coverage and effect.

History

#1 - 2016-10-03 17:17 - John French

- Category set to Mapping, non-geometry

- Assignee set to Le Swanky

Interesting. Would need to evaluate how the lighting scheme would work when implemented- dynamic lights and geometry shadows don't mix, so it's entirely possible that this wouldn't turn out very well.

#2 - 2017-02-05 04:51 - Hawk Bird

Another issue is that I believe that dynamic lighting doesn't affect NPC visibility, so turning off the lights the AI will still act as if they're on and see you in the dark.

Files

LV2 SM Alcove Switch position B.png	1.08 MB	2016-10-01		Sam Keightley
LV2 SM Alcove Switch position A.png	1.33 MB	2016-10-01		Sam Keightley