
Subject: ECW New Meltdown Deathmatch
Posted by [Blazea58](#) on Fri, 18 Oct 2013 05:39:17 GMT
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Oh deer, what do we have here. Jerad finished the Meltdown Deathmatch, and for a little surprise he added some bonus content, which is not ordinarily in this Deathmatch map just to spice things up and show the new content off.

That being said, here's his video demonstrating the map, when we get more players, it would be easier to get inside the facility, he spent a long time trying by himself for the test, but didn't achieve greatness until he brought in his surprise.

Anyway's enjoy

<http://www.youtube.com/watch?v=XMCMCDKqaNU>

Subject: Re: ECW New Meltdown Deathmatch
Posted by [danpaul88](#) on Fri, 18 Oct 2013 12:32:38 GMT
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Those screenshots are so dark I can't make out anything in them... Well, except for a load of random roads going nowhere in the second one.

Subject: Re: ECW New Meltdown Deathmatch
Posted by [Blazea58](#) on Fri, 18 Oct 2013 12:41:20 GMT
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Then it must be your monitor brightness, i can see these clearly for a night map.

Subject: Re: ECW New Meltdown Deathmatch
Posted by [Jerad2142](#) on Fri, 18 Oct 2013 14:04:45 GMT
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danpaul88 wrote on Fri, 18 October 2013 06:32 Those screenshots are so dark I can't make out anything in them... Well, except for a load of random roads going nowhere in the second one. Are you on a laptop outside or something, because I can see how you would not be able to make anything out if you are in a bright area or something like that?

We have our fair share of testers that report certain maps are too dark, so we up the brightness then the rest of the testers say it is too bright. Kind of wondering if it looks different on a CRT, don't have them anymore, just LCDs, so it makes pin pointing why some people can't see it very well difficult.

But anyways, the deer jumping around in the video was more the point of it than anything else, Blazea did do an excellent job on the power plant however.

Subject: Re: ECW New Meltdown Deathmatch
Posted by [danpaul88](#) on Fri, 18 Oct 2013 14:42:36 GMT
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I'm at my desk at work with a pair of monitors set to the stock factory settings. Both are ~22inch TFTs and are much brighter than I use at home.

I haven't been able to watch the actual video yet since I'm still at work

Subject: Re: ECW New Meltdown Deathmatch
Posted by [danpaul88](#) on Fri, 18 Oct 2013 16:47:15 GMT
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Oh wow, just got home and the difference is, quite literally, night and day. Which is odd since my monitors at home are actually calibrated to be darker than the ones at work... something odd going on methinks

Subject: Re: ECW New Meltdown Deathmatch
Posted by [Jerad2142](#) on Fri, 18 Oct 2013 17:54:49 GMT
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danpaul88 wrote on Fri, 18 October 2013 10:47Oh wow, just got home and the difference is, quite literally, night and day. Which is odd since my monitors at home are actually calibrated to be darker than the ones at work... something odd going on methinks

Yeah but I have testers that report the same issue, maybe the screens don't like some colors, or perhaps a contrast related issue?

Subject: Re: ECW New Meltdown Deathmatch
Posted by [danpaul88](#) on Thu, 24 Oct 2013 12:48:29 GMT
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I had a fiddle with the settings on my monitor at work and came to the conclusion that is basically cannot render that image in anything other than black smudges... min/max brightness, min/max contrast and various combinations thereof didn't make any noticable difference to it. Even tried switching between the various colour temperatures...

Given that my monitors at work are cheap Dell rubbish I suspect you're going to find the people who're having problems simply have cheap monitors that render dark images very poorly... might not be anything you can do about it.
