

Doomsday Engine - Feature #1436

Anisotropic Filtering controls

2007-02-11 06:16 - angelgraves13

Status:	Closed	Start date:	2007-02-11
Priority:	Normal	% Done:	100%
Assignee:	daniij		
Category:			
Target version:			
Description			
Options to select the level of anisotropy would be nice.			
Labels: Graphics			

History

#1 - 2007-02-11 14:38 - daniij

An in-game control for adjusting the level of anisotropic filtering has been added for 1.9.0-beta6

#2 - 2008-09-24 10:50 - daniij

Logged In: YES
user_id=849456
Originator: NO

As would controls for other useful controls such as anti-aliasing, vsync, texture compression etc.