

Doomsday Engine - Feature #1444

Smart texture filtering toggle in Snowberry

2007-04-22 19:11 - flamepanther

Status: Closed	Start date: 2007-04-22
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description It would be convenient to have a toggle for "smart texture filtering" for each profile in Snowberry. That way it could be turned on for TCs with a lot of sprites and low-res textures, but left off for one of the official Doom games with the jDoom enhancement packs, without having to go into the control panel and change the settings each time.	

History

#1 - 2013-10-03 23:50 - danij

Snowberry is to be phased out and replaced by engine-internal configuration.