

Doomsday Engine - Bug #145

Texture Mag Filter

2003-10-07 17:15 - trodas

Status: Closed	Start date: 2003-10-07
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.11	
Description A very simple bug - selecting textures "No filter, no mipmap" won't work - floor/walls textures are STILL filtered. Ugly. Same settings works well for object, though. Happen into 1.7.12 too, but into 1.7.12 version wont work jump anymore, so i stick with 1.7.11, until this ugly problem get fixed. The point is, that filtered textures (as well, as fullscreen graphic and texts) are NOT THE feeling of orginal doom. ...also resolution of the textures are too low (no wonder, target resolution was 320x200), so they get filtered way TOO much for me... Labels: Graphics	

History

#1 - 2003-10-08 06:44 - skyjake

Logged In: YES
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I think I'll add a new cvar that will control the magnification filter of textures. The filter/mipmap setting in the control panel (the "mipmap" command) only affects the minification filter.

I'm quite certain that jumping is still working. Make sure that jumping has been enabled (cvar "player-jump") and you have a control mapped to the Jump control (or type "+jump" in the console to test it).