

Doomsday Engine - Feature #1573

Setting for number of samples used for antialiasing

2012-09-04 18:53 - skyjake

Status: New	Start date: 2012-09-04
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering	
Description There should a way to configure the number of antialiasing samples for GL multisampling.	
Labels: Graphics, Console, Configuration	
Related issues: Related to Bug #1773: Black screen with driver-overridden FSAA (AMD 24x) Closed 2014-04-18	

History

#1 - 2013-10-18 20:40 - skyjake

- Tags set to Graphics
- Category set to Enhancement

#2 - 2016-08-09 11:07 - skyjake

- Tags changed from Graphics to Graphics, OpenGL
- Subject changed from Console variable "vid-fsaa-samples" to Setting for number of samples used for antialiasing

#3 - 2016-11-28 09:34 - skyjake

- Related to Bug #1773: Black screen with driver-overridden FSAA (AMD 24x) added

#4 - 2019-11-29 21:31 - skyjake

- Target version set to Rendering