

Doomsday Engine - Feature #1680

Quad-buffered GL framebuffer

2013-12-16 09:35 - skyjake

Status: Closed	Start date: 2013-12-16
Priority: High	% Done: 100%
Assignee: skyjake	
Category: Regression	
Target version: 1.13	
Description Support for VR mode 13 (quad buffered, stereoscopic framebuffer). GLFramebuffer must provide a way to set which back buffer (left/right) to render to.	
Related issues: Related to Feature #1678: Optimize stereoscopic pixel formats Rejected	

Associated revisions

Revision 86d42937 - 2013-12-16 21:20 - skyjake

Renderer: Use the left/right stereo swap mode in VR mode 13 (quad-buffered)

Todo: Test this on actual hardware.

IssueID #1680

History

#1 - 2013-12-16 21:21 - skyjake

- % Done changed from 0 to 50

I pushed some changes to master that might fix VR mode 13.

[cmbruns](#): could you test this, please?

#2 - 2013-12-16 21:23 - skyjake

- Parent task set to #1678

#3 - 2013-12-19 02:30 - cmbruns

skyjake wrote:

I pushed some changes to master that might fix VR mode 13.

[cmbruns](#): could you test this, please?

Yes, VR mode 13 is working in current master branch.

#4 - 2013-12-19 12:30 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 50 to 100

#5 - 2013-12-23 12:31 - skyjake

- Parent task deleted (#1678)