

## Doomsday Engine - Bug #1707

### [NVIDIA] Antialiasing with forced driver setting (black screen)

2014-01-06 08:39 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2014-01-06
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	Deng Team		
<b>Category:</b>	Defect		
<b>Target version:</b>	1.13.2		
<b>Description</b>			
There is an issue with the framebuffer changes introduced in 1.13 where certain driver settings (like forcing AA on) will cause the Doomsday window to remain black. However, if the -nofsaa option is used, the window is drawn correctly.			
<b>Related issues:</b>			
Related to Bug #1681: Garbled screen build 1080		<b>Closed</b>	<b>2013-12-16</b>

#### Associated revisions

##### Revision c161f213 - 2014-01-06 09:12 - skyjake

libgui|OpenGL: Detect NVIDIA CSAA support, use it if available

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##### Revision cb72a741 - 2014-01-06 09:17 - skyjake

libgui|OpenGL: Detect NVIDIA CSAA support, use it if available

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##### Revision 783411f3 - 2014-01-06 13:58 - skyjake

libgui|OpenGL: Detect NVIDIA CSAA support, use it if available

IssueID #1707

#### History

##### #1 - 2014-01-06 08:41 - skyjake

See forums post: <http://dengine.net/forums/viewtopic.php?f=7&t=1664#topic>

##### #2 - 2014-01-06 11:58 - skyjake

- Target version set to 1.13.2

##### #3 - 2014-01-06 13:58 - skyjake

- Subject changed from Antialiasing with forced driver setting (black screen) to [NVIDIA] Antialiasing with forced driver setting (black screen)

##### #4 - 2014-01-12 12:12 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 0 to 100