Doomsday Engine - Bug #1707

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

2014-01-06 08:39 - skyjake

Status:	Closed	**Start date:**	2014-01-06
Priority:	High	**% Done:**	100%
Assignee:	Deng Team		
Category:	Defect		
Target version:	1.13.2		

Description

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.

Related issues:

Related to Bug #1681: Garbled screen build 1080	**Closed**	**2013-12-16**

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