

## Doomsday Engine - Feature #1738

### xBR for graphics upscaling

2014-03-19 09:16 - skyjake

|  |                               |
|--|-------------------------------|
| <b>Status:</b> Rejected  | <b>Start date:</b> 2014-03-19 |
| <b>Priority:</b> Low   | <b>% Done:</b> 0%             |
| <b>Assignee:</b>   |                               |
| <b>Category:</b> Enhancement   |                               |
| <b>Target version:</b>   |                               |
| <b>Description</b>   |                               |
| Implement xBR as an alternative graphics upscaling algorithm. More information can be found here:<br><a href="http://www.libretro.com/forums/viewtopic.php?f=6&amp;t=134">http://www.libretro.com/forums/viewtopic.php?f=6&amp;t=134</a> |                               |

#### History

#1 - 2019-11-29 12:55 - skyjake

- Status changed from New to Rejected