Doomsday Engine - Bug #1813

Hexen weapons remain smoothed in the Vanilla profile

2014-05-27 14:53 - Amano_Jyaku

Status:	Closed	**Start date:**	2014-05-27
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Vanilla emulation		
Target version:	2.1 (Late 2018)		

Description

Doomsday 1.4.14, OS X 10.9.3

In Hexen there is still a smoothing filter applied to the weapons when the vanilla preset is chosen. Other games are unaffected.

Related issues:

Related to Feature #1648: Complete vanilla DOOM emulation	**Progressed**	**2003-07-17**
Related to Bug #1815: Screen wipe still smoothed with Vanilla renderer profil...	**New**	**2014-05-27**

Associated revisions

Revision 32119208 - 2018-11-05 18:35 - skyjake

Fixed|Renderer: Weapon psprites always filtered

The material spec for psprites was not using the mag filter parameter consistently.

IssueID #1813

History

#1 - 2014-05-27 19:22 - danij

- Tags set to Settings, Renderer, Client

- Subject changed from Hexen vanilla preset: Weapons still filtered to Vanilla renderer profile discrepancies

#2 - 2014-05-27 19:23 - skyjake

- Related to Feature #1648: Complete vanilla DOOM emulation added

#3 - 2017-04-03 14:21 - skyjake

- Category set to Vanilla emulation

- Target version set to Rendering

#4 - 2017-04-03 18:32 - skyjake

- Target version changed from Rendering to Vanilla / Gameplay

#5 - 2018-11-05 17:30 - skyjake

- Status changed from New to In Progress

- Assignee set to skyjake

- Target version changed from Vanilla / Gameplay to 2.1 (Late 2018)

#6 - 2018-11-05 17:31 - skyjake

- Related to Bug #1815: Screen wipe still smoothed with Vanilla renderer profile (console transition) added

#7 - 2018-11-05 17:31 - skyjake

- Subject changed from Vanilla renderer profile discrepancies to Hexen weapons remain smoothed in the Vanilla profile

#8 - 2018-11-05 18:33 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

#9 - 2018-11-05 19:15 - skyjake

- Status changed from Resolved to Closed