

Doomsday Engine - Bug #1815

Screen wipe still smoothed with Vanilla renderer profile (console transition)

2014-05-27 19:20 - danij

Status: New	Start date: 2014-05-27
Priority: Normal	% Done: 0%
Assignee:	
Category: Enhancement	
Target version: Rendering	
Description When activating the Vanilla renderer profile in Doom, the transition style would ideally change from the default "smoothed" version to the non-smoothed version.	
Related issues: Related to Bug #1813: Hexen weapons remain smoothed in the Vanilla profile Closed 2014-05-27	

History

#1 - 2017-04-03 14:21 - skyjake

- Target version set to Rendering

#2 - 2018-11-05 17:31 - skyjake

- Parent task deleted (#1813)

#3 - 2018-11-05 17:31 - skyjake

- Related to Bug #1813: Hexen weapons remain smoothed in the Vanilla profile added