

# Doomsday Engine - Bug #1861

## [ATI] Line antialiasing vs crosshair opacity

2014-09-05 21:57 - vermil

<b>Status:</b> Closed	<b>Start date:</b> 2014-09-05
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Antialiasing appears to cause the players cross hair to be drawn twice, not quite on top of each other.	

### History

#### #1 - 2014-09-05 22:25 - danij

Can you post a screenshot of the problem?

#### #2 - 2014-09-05 22:40 - vermil

- File doom2-001.png added

- File doom2-002.png added

Screenshots are attached. I admit it's probably very slight and it's probably only noticeable when one actually toggles (i.e the two crosshairs are so close to each other, it doesn't affect gameplay at all).

#### #3 - 2014-09-05 22:41 - vermil

Screenshots are attached. I admit that the difference is slight and the crosshairs are drawn so close to each other that it has no negative affect on gameplay.

#### #4 - 2014-09-05 22:58 - danij

The crosshair is drawn with translucency. It looks to me like the antialiasing makes it appear that the crosshair is being drawn twice, **exactly** on top of each other. The crosshair is however only drawn once.

I'm not sure there is anything we need change here as this appears to be a vendor specific issue.

#### #5 - 2014-10-05 18:10 - danij

- Subject changed from Antialiasing causes the crosshair to be drawn twice to [ATI] Line antialiasing vs crosshair opacity

#### #6 - 2014-10-05 18:17 - danij

- Tags set to VideoCardDriver, ATI

#### #7 - 2017-04-03 14:13 - skyjake

- Status changed from New to Closed

### Files

doom2-001.png	1.12 MB	2014-09-05	vermil
doom2-002.png	1.12 MB	2014-09-05	vermil