

Doomsday Engine - Feature #2116

Compatibility with limited FBO functionality (old OpenGL drivers)

2015-10-07 19:12 - skyjake

Status: Closed	Start date: 2015-02-13
Priority: Low	% Done: 50%
Assignee: skyjake	
Category: 3rd party compatibility	
Target version:	
Description	
If the FBO setup does not support certain renderer features, there should be graceful fallbacks that minimize the amount of visual artifacts.	
Priority is Low because this is specific to legacy OpenGL and therefore backwards rather than forwards looking.	
Related issues:	
Related to Bug #2121: Resolution does not change properly.	Closed 2015-10-13
Related to Bug #2183: Incomplete attachments uncaught exception (jdrp hud wea...	Closed 2016-11-08
Related to Bug #2180: Task bar shows only partially (Intel Mobility)	New 2016-10-10
Follows Bug #1977: Doomsday crashes with Intel Chipset	Closed 2015-02-12

History

#1 - 2015-10-07 19:12 - skyjake

- Follows Bug #1977: Doomsday crashes with Intel Chipset added

#2 - 2015-10-07 19:13 - skyjake

- Due date deleted (2015-02-13)

#3 - 2015-10-24 21:38 - skyjake

- Related to Bug #2121: Resolution does not change properly. added

#4 - 2016-11-09 08:56 - skyjake

- Related to Bug #2183: Incomplete attachments uncaught exception (jdrp hud weapons) added

#5 - 2016-11-10 13:56 - skyjake

- Status changed from New to Progressed

- Assignee set to skyjake

- % Done changed from 0 to 50

#6 - 2016-11-28 09:30 - skyjake

- Related to Bug #2180: Task bar shows only partially (Intel Mobility) added

#7 - 2017-04-03 18:46 - skyjake

- Target version set to Rendering

#8 - 2019-11-29 22:54 - skyjake

- Status changed from Progressed to Closed

Closing as obsolete.

#9 - 2019-11-29 23:26 - skyjake

- Target version deleted (Rendering)