

# Doomsday Engine - Bug #2233

## Fov 160 issues with texture filtering

2017-04-03 11:10 - theleo\_ua

<b>Status:</b> New	<b>Start date:</b> 2017-04-03
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b> skyjake	
<b>Category:</b>	
<b>Target version:</b> Rendering	

**Description**

Fov 160 issues with texture filtering

1) Set fov to 160  
2) Try to play Hexen DK on map07 near lava like in this video: [https://www.youtube.com/watch?v=XuClF\\_n6WVl](https://www.youtube.com/watch?v=XuClF_n6WVl)

Actual result: lava looks weird: [http://storage3.static.itmages.ru/i/17/0403/h\\_1491206111\\_9574144\\_a23afad644.png](http://storage3.static.itmages.ru/i/17/0403/h_1491206111_9574144_a23afad644.png) (watch at 2:06 of the video [https://www.youtube.com/watch?v=XuClF\\_n6WVl#t=2m06s](https://www.youtube.com/watch?v=XuClF_n6WVl#t=2m06s) )  
Expected result: lava should look like this: [http://storage9.static.itmages.ru/i/17/0403/h\\_1491206699\\_4832714\\_d3ca97bb2c.png](http://storage9.static.itmages.ru/i/17/0403/h_1491206699_4832714_d3ca97bb2c.png)

Also I created some additional screenshots related to texture filtering with fov 160 (texture filtering issues marked with red):

Doomsday 2.0 fov 160:  
[http://storage9.static.itmages.ru/i/17/0403/h\\_1491206087\\_6606889\\_9f191fef16.png](http://storage9.static.itmages.ru/i/17/0403/h_1491206087_6606889_9f191fef16.png)  
[http://storage9.static.itmages.ru/i/17/0403/h\\_1491206087\\_9865393\\_d83301e3d7.png](http://storage9.static.itmages.ru/i/17/0403/h_1491206087_9865393_d83301e3d7.png)

Doomsday 1.8.6 fov 120:  
[http://storage6.static.itmages.ru/i/17/0403/h\\_1491206066\\_4779912\\_ca7f5b3cb0.png](http://storage6.static.itmages.ru/i/17/0403/h_1491206066_4779912_ca7f5b3cb0.png)  
[http://storage6.static.itmages.ru/i/17/0403/h\\_1491206066\\_3518049\\_465e49ad6a.png](http://storage6.static.itmages.ru/i/17/0403/h_1491206066_3518049_465e49ad6a.png)

GZDoom 2.4.0 fov 120:  
[http://storage4.static.itmages.ru/i/17/0403/h\\_1491206030\\_9323015\\_e1c7ae0290.png](http://storage4.static.itmages.ru/i/17/0403/h_1491206030_9323015_e1c7ae0290.png)  
[http://storage4.static.itmages.ru/i/17/0403/h\\_1491206030\\_7558152\\_849ce981da.png](http://storage4.static.itmages.ru/i/17/0403/h_1491206030_7558152_849ce981da.png)

CFG + Logs: [https://drive.google.com/file/d/0BygbyP4\\_qFiTS3hRUHVcZHHfSHc/view?usp=sharing](https://drive.google.com/file/d/0BygbyP4_qFiTS3hRUHVcZHHfSHc/view?usp=sharing)

Reproduced in 2.0 Stable [#2281] x64 (Windows)

### History

#1 - 2017-04-03 13:06 - skyjake

- Target version set to 2.0.1

#2 - 2017-04-18 19:55 - skyjake

- Target version changed from 2.0.1 to 2.0.2

#3 - 2017-06-24 09:21 - skyjake

- Target version changed from 2.0.2 to 2.0.3

#4 - 2017-07-27 12:21 - skyjake

- Target version changed from 2.0.3 to 72

#5 - 2018-10-27 16:08 - skyjake

- Target version changed from 72 to Rendering

### Files

CFG+LOGS.7z	391 KB	2017-04-03	theleo_ua
-------------	--------	------------	-----------