

## Doomsday Engine - Bug #570

### "Upscale and Sharpen" + "Smart Texture Filtering" on fonts

2008-11-14 23:06 - danij

<b>Status:</b> Closed	<b>Start date:</b> 2008-11-14
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b>	
<b>Description</b> Currently both "Upscale and Sharpen" and the "Smart Texture Filtering" are used concurrently in menu font patches if the later is enabled. Unfortunately, this does not result in better results and instead, looks a bit of mess really. In addition there remains an issue in one of the processing steps where it would appear that values are wrapping around resulting in new artefacts (see the jDoom64 menu for a prime example).  Further, there appears to be no way for a user to disable the automatic "Upscale and Sharpen" as while it works well with the Hexen font, the results in DOOM aren't so good.	
<b>Labels:</b> Graphics	