Ryzom - Bug # 110

Status:	Closed	**Priority:**	Low
Author:	kervala	**Category:**	NeL: General
Created:	09/17/2008	**Assignee:**	kervala
Updated:	09/30/2010	**Due date:**	
Subject:	PolygonMode other than Filled are not working with bloom activated		

Description

When we activate Bloom and switch the PolygonMode, screen is not well updated, but Bloom isn't necesseray with non-Filled modes so it shouldn't be activated in these modes.

History

#1 - 09/17/2008 01:07 pm - kervala

- Status changed from Assigned to Resolved

- % Done changed from 0 to 100

Applied in changeset r303.

#2 - 09/17/2008 04:23 pm - kervala

- Status changed from Resolved to Closed

#3 - 09/29/2010 09:11 pm - kervala

- Project changed from NeL to Ryzom

- Category deleted (3d)

- Target version deleted (Version 0.7.0)

#4 - 09/30/2010 11:31 am - kervala

- Category set to NeL: General

- Target version set to Version 0.7.0