Ryzom - Bug # 1214

Status:	New	**Priority:**	Normal
Author:	rti	**Category:**	Client: General
Created:	12/12/2010	**Assignee:**	
Updated:	12/12/2010	**Due date:**	
Subject:	Trees texture LOD broken?		

Description

See screenshots. Happens sometimes, detail setting all to "high".

History

#1 - 12/12/2010 04:15 am - rti

- File deleted (lod1.png)

#2 - 12/12/2010 04:16 am - rti

- File deleted (lod2.png)

#3 - 12/12/2010 04:16 am - rti

- File lod1.jpg added

- File lod2.jpg added

#4 - 12/12/2010 11:01 am - kervala

I think it's related to : http://dev.ryzom.com/issues/938 or the algorihtm in NeL to detect which mipmap to use. LODs are only used for shapes and mipmaps for textures :)

#5 - 12/12/2010 12:39 pm - rti

Well, IMHO Mipmap == Texture LOD. But the term might be more precise, yes.

Where do you see the relation to #938 ? Does that happen on other platforms as well?

#6 - 12/12/2010 01:28 pm - kervala

Yes :(But only for "entities" (NPC, PC, creatures, objects, trees, etc...) not landscape (they are managed differently).

#7 - 12/12/2010 01:31 pm - rti

- Category changed from OS: Mac to Client: General

Files

lod1.jpg	427.3 kB	12/12/2010		rti
lod2.jpg	592 kB	12/12/2010		rti