

Ryzom - Bug # 1299

Status:	New	Priority:	Normal
Author:	Naush	Category:	NeL: General
Created:	05/22/2011	Assignee:	
Updated:	05/23/2011	Due date:	
Subject:	Inccorrecr mimap quality on some shapes.		

Description

Way to reproduce :

Add a shape to an IG, and add an entity with at least one shared texture.
put the observer near the IG shape to see mipmap 0 or 1, and put the entity far enough to see it at mipmap 5 or 6
basically the Fairhaven stable (Gen_Bt_Ecurie.ig & Gen_Bt_Silo.shape share G_tower2.tga)

What's going wrong ?

Ig shape texture is initialized first at maximum resolution, then the entity texture is initialized at a low level (3). Sometimes, after a while, AsyncManager re-upload an high resolution texture.

They are now sharing the same driverPtr ! but, IG shape never degrade there texture, where entities does.

Now if you are moving near the entity, texture will be re-uploaded with the highest quality, and if you move away, a low resolution texture will be reloaded.

And of course if you go back to IG/shape, you have a ugly texture.

A fix ?

Separate pool of sharedPtr using allowDegradation() seems to work :)

```
driver.cpp:297
void IDriver::getTextureShareName (const ITexture& tex, string &output)
{
    ...
    if (tex.allowDegradation())
        output+= "@D:On";
    else
        output+= "@D:Off";
}
```

Hope this help !

History

#1 - 05/23/2011 11:52 am - rti

related to #1214 ?

#2 - 05/23/2011 01:58 pm - Naush

Well it's hard to say, but the effect is the same. at least it's not related to #938.