Ryzom - Bug # 944

Status:	Closed	**Priority:**	Normal
Author:	aquiles	**Category:**	NeL: General
Created:	05/27/2010	**Assignee:**	kervala
Updated:	05/28/2010	**Due date:**	
Subject:	Bloom for non NV Cards on OpenGL		

Description

Hello,

as my client didn't want to let me activate bloom i digged a little bit into the opengl_driver and found out that he asks for the GL_NV_texture_rectangle extension. After some research it seems that GL_EXT_texture_rectangle is equal for non NV Cards so i tried to activate this extension and it worked :)

So here is a little patch for it.
Please note that i have no experience with OpenGL and don't know if i did everything the right way.

Greetz,
aquiles

History

#1 - 05/28/2010 03:17 pm - aquiles

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset r231.

#2 - 05/28/2010 03:18 pm - kervala

- Category set to NeL: General

- Assignee set to kervala

- Target version set to Version 0.8.0

I just had to change the label to "Fixed: #944 Bloom for non NV Cards on OpenGL" so it can close the associated issue :)

Thanks a lot for your patch :)

#3 - 05/28/2010 05:25 pm - vl

- Status changed from Resolved to Closed

Files

bloomForNonNVCardsOnOpenGL.patch	3.1 kB	05/27/2010		aquiles