

Ryzom - Feature # 372

Status:	Rejected	Priority:	Normal
Author:	kerval	Category:	NeL: General
Created:	02/11/2009	Assignee:	
Updated:	09/30/2010	Due date:	
Subject:	Add antialiasing for OpenGL driver		
Description	Direc3D driver already supports antialiasing but OpenGL one doesn't.		

History

#1 - 05/19/2009 06:56 pm - kerval

- Target version deleted (Version 0.7.0)

#2 - 05/29/2009 12:51 am - kaetemi

- Status changed from New to Closed

Duplicate of #573

#3 - 09/29/2010 09:29 pm - kerval

- Project changed from NeL to Ryzom

- Category deleted (3d - OpenGL)

#4 - 09/30/2010 11:53 am - kerval

- Category set to NeL: General

- Status changed from Closed to Rejected