

## Ryzom - Feature # 573

<b>Status:</b>	New	<b>Priority:</b>	Normal
<b>Author:</b>	compilo1407	<b>Category:</b>	
<b>Created:</b>	05/28/2009	<b>Assignee:</b>	
<b>Updated:</b>	12/20/2010	<b>Due date:</b>	
<b>Subject:</b>	Add anti-aliasing to the OpenGL Driver		
<b>Description</b>	Update the OpenGL driver to support Anti Aliasing. Provides the basis for implementing multi-sample anti-aliasing (MSAA) in the future. This also brings the Direct3D driver and OpenGL driver behaviors to be more similar.		

### History

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#### #1 - 05/28/2009 07:12 pm - sfb

- Subject changed from *Antialiasing in OpenGL* to *Add anti-aliasing to the OpenGL Driver*
- Category set to *3d - OpenGL*
- Target version set to *0.8.0*
- Estimated time set to *40.00*

Setting properties correctly and expanded the detailed description. Thank you compilo for taking this on!

#### #2 - 05/28/2009 07:48 pm - kervalala

That's a duplicate of #372.

You can close one of them :)

#### #3 - 05/29/2009 12:36 am - compilo1407

ups, sorry :)  
but i will do it :)

#### #4 - 09/29/2010 09:08 pm - kervalala

- Project changed from *NeL* to *Ryzom*
- Category deleted (*3d - OpenGL*)
- Target version deleted (*0.8.0*)

#### #5 - 12/20/2010 04:51 pm - kervalala

CSAA should be prioritized over MSAA because it's faster and better quality (can antialias textures borders too).