Ryzom - Feature # 652

Status:	New	**Priority:**	Low
Author:	Spex	**Category:**	
Created:	08/18/2009	**Assignee:**	
Updated:	09/29/2010	**Due date:**	
Subject:	User controlled enabling/disabling of OpenGL extensions		

Description

In the wake of bug #651 I had the idea of enabling/disabling OpenGL extensions on the user side (or at least offering the possibility to do so; it's finally up to the respective application to support this). Due to the ever-changing world of OpenGL drivers and hardware there will always be a couple combinations of hardware+driver+GL-extension which either fail to work or perform badly. Giving endusers the means to enable/disable problematic GL-extensions shifts the problem away from the OpenGL-backend to the ones who can adapt much faster than we will ever be able to.

In the end it's a means for a generic "workaround", because all the faults are upstream bugs; fixing these usually doesn't happen overnight, leaving the gamers on their own. The above idea is thought to give them some of the control back in dire cases of non-cooperating driver software.

History

#1 - 09/29/2010 09:44 pm - kervala

- Project changed from NeL to Ryzom

- Category deleted (3d - OpenGL)