

Doomsday Engine - Bug #2319

[Infine] Screen filters don't fully fill the screen unless the window has 4:3 aspect ratio

2019-01-24 20:03 - vermil

Status:	Closed	Start date:	2019-01-24
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:	2.2 (2019)		
Description			
The screen filter feature of Infine (i.e filter 0 0 0 0) doesn't fill the screen in non 4:3 screen ratios.			

Associated revisions

Revision 76339ce6 - 2019-12-03 19:27 - skyjake

Fixed|InFine: "filter" does not affect whole screen

According to the InFine reference, "filter" is supposed to affect the whole screen, so disable the bordered projection mode.

IssueID #2319

Revision 3c24a899 - 2019-12-03 19:29 - skyjake

Fixed|InFine: "filter" does not affect whole screen

According to the InFine reference, "filter" is supposed to affect the whole screen, so disable the bordered projection mode.

IssueID #2319

History

#1 - 2019-01-27 17:35 - skyjake

- Category set to Defect
- Assignee set to skyjake
- Target version set to 2.2.x

#2 - 2019-12-01 22:22 - skyjake

- Subject changed from Infine screen filters 4:3 to [Infine] Screen filters don't fill the screen in a 4:3 aspect ratio window

#3 - 2019-12-01 22:27 - vermil

I accidentally missed the 'non' out of the title of this report.

The issue is that the Infine screen filter doesn't stretch all the way to the left and right edges of the screen in non 4:3 screen resolutions.

#4 - 2019-12-01 22:29 - skyjake

- Subject changed from [Infine] Screen filters don't fill the screen in a 4:3 aspect ratio window to [Infine] Screen filters don't fully fill the screen unless the window has 4:3 aspect ratio

#5 - 2019-12-03 19:27 - skyjake

- Status changed from New to Resolved
- Target version changed from 2.2.x to 2.2 (2019)
- % Done changed from 0 to 100

#6 - 2019-12-17 11:18 - skyjake

- Status changed from Resolved to Closed