

Bezpečné cesty - VR chodec - Bug #1333

Obecne - Z-Fighting - prelevani grafiky

11/03/2020 04:48 PM - Tomáš Pán

Status:	Resolved	Start date:	11/03/2020
Priority:	Normal	Due date:	
Assignee:	Pavel Stupka	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
se z-bufferem to zda se nesouvisi. uz sme to resili v prechazeni a cyklistovi. nepamatuju si jak sme to vyresili... TOM + PAVEL			

History

#1 - 11/18/2020 03:51 PM - Pavel Stupka

- Status changed from New to Resolved

Opraveno v commitu: e41b6f0

Nastaveni depth bufferu na 24 bitu. AA 4x namisto 8x.