

ET: Legacy Development - Bug #1042

Setting custom resolution has several side effects

17.06.2017 14:29 - IR4T4

Status: New	% Done: 0%
Priority: Normal	Spent time: 0.00 hour
Assignee:	
Category: Client	
Target version: renderer2	
OS:	Arch:
Description I've noticed several bugs when custom resolutions are set. This isn't a big deal because native resolutions are the best choices anyway. - 3d glitch #1026 - background shader location is wrong For now It's strongly recommended not to set r_customX cvars	
Related issues: Related to ET: Legacy Development - Bug # 1026: renderer2: Fix y-axis glitch New 12.04.2017	

History

#1 - 17.06.2017 14:29 - IR4T4

- Related to Bug #1026: renderer2: Fix y-axis glitch added