BG:EE Public Bugs - Feature #21526

Scaling Filter change

03/18/2016 05:13 PM - Igor Kurtes

Status:	Closed - Fixed		**Start date:**	03/18/2016
Classification:	C - Minor		**Due date:**	
Assignee:			**% Done:**	0%
Category:			**Estimated time:**	0.00 hour
Target version:	2.2.66.0			
Found In Version:	2.0.60.0			

Description

1. Start a new game with the Abdel pregen character
2. Look at Abdel's sprite

Observed
Abdel's sprite is being scaled using the Linear scaling method.

Request
Abdel's sprite (and all sprites) should be scaled using the "Nearest Neighbor" scaling method.

There should be a toggle for "Use Linear Scaling on Sprites" in Options > Graphics, enabled by default. Disabling that option should switch the game to Nearest Neighbor scaling. If possible, not enabling Linear Scaling should still allow the Show Sprite Outlines and Highlight Selected Sprite options to work.

Original Report:

Hi support,

Dee said on forums that I should create ticket for this issue.

Scaling filter has been changed. Previously, the filter used "nearest neighbor" scaling; now it uses "linear" scaling. There's currently no way to change the filter back (even turning off Sprite Outlines keeps it in "nearest neighbor").

Please if possible make a toggle under graphic option for Scaling Filter if possible, or tie it to the Sprite Outlines toggle.

This would make it possible to preserve original "pixelated" look of BG game. Many would appreciate that.

Thank you very much in advance,
Best,
AA

Internal Report #21770

History

#1 - 03/19/2016 12:56 AM - Nicholas Steel

Igor Kurtes wrote:

Scaling filter has been changed. Previously, the filter used "nearest neighbor" scaling; now it uses "linear" scaling. There's currently no way to change the filter back (even turning off Sprite Outlines keeps it in "nearest neighbor").

Forum discussion topic (This topic derailed in to discussing general graphics scaling):
https://forums.beamdog.com/discussion/48510/how-do-you-like-the-look-of-character-models-in-the-game-now#latest

I've already made a bug report for this on the 11th, you can view it here: http://redmine.beamdog.com/issues/20933 (I consider it a bug because the new scaling changes the graphics away from how their intended to look)

#2 - 03/23/2016 07:52 AM - Dee Pennyway

- Description updated

Updating the description with a repro case that can be used to test the feature.

#3 - 03/23/2016 07:57 AM - Dee Pennyway

- Description updated

- Status changed from New to Submitted

Submitted.

#4 - 04/26/2016 02:48 PM - Richard Hilton

- Target version set to Next Update

#5 - 04/29/2016 03:56 PM - Igor Kurtes

Hi Richard,

I just downloaded beta BG1 EE to try "nearest neighbor scaling" options.

The sprites are too much pixelated and are not looking as in the original BG1 EE version and also in BG1 EE 1.3 version.

Please start 1.3 version and you will clearly see that there are huge difference in sprites look.

#6 - 04/29/2016 06:17 PM - Richard Hilton

- File Nearest Neighbor.jpg added

- File Default nearest neighbor.jpg added

- File 9 clicks in nearest neighbor.jpg added

I'll try to help but haven't been involved with this ticket other than copying to the public report.

I have attached three screenshots with the intention of showing a side by side comparison for

- Nearest Neighbor off
- Nearest Neighbor on
- v1.3

I tried one screenshot at default zoom, a second fully zoomed in, and a third 9 clicks in from default.
n.b. v1.3 doesn't zoom in as much, so to my eyes fully zoomed v2 can look more pixellated.
Hence the default & 9 click versions as they may provide a like for like comparison.

#7 - 05/05/2016 07:21 AM - Christopher "Tresset" Ethier

- Status changed from Submitted to Closed - Fixed

#8 - 05/18/2016 05:24 PM - Jeff "Cerevant" Payne

- Target version changed from Next Update to 2.2.66.0

Files

Nearest Neighbor.jpg	116 KB	04/29/2016	Richard Hilton
Default nearest neighbor.jpg	82.5 KB	04/29/2016	Richard Hilton
9 clicks in nearest neighbor.jpg	108 KB	04/29/2016	Richard Hilton

- Target version changed from Next Update to 2.2.66.0