
Subject: Re: Private Message font
Posted by [saberhawk](#) on Sun, 11 Sep 2011 21:17:27 GMT
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EvilWhiteDragon wrote on Sun, 11 September 2011 04:41TT doesn't change it on purpose afaik.

Could you try doing <F8>screen_uv_bias<enter> ingame and see if that fixes it?

screen_uv_bias only toggles the half-pixel UV bias required for pixels to directly line up with texels; given that D3D always requires this bias or GUI textures (including text) become blurry, I'm not even sure why we left this command in.
