# Doomsday Engine - Bug #1107

## [GL] Ineffective gamma-correction

2013-01-07 16:50 - roman313

| | | | | |
|---|---|---|---|---|
| **Status:** | Closed | | **Start date:** | 2013-01-07 |
| **Priority:** | Low | | **% Done:** | 0% |
| **Assignee:** | | | | |
| **Category:** | Regression | | | |
| **Target version:** | | | | |

| Description |
|---|
| Gamma-correction in latest unstable release [1.9.10] (in a game mode) bad enhance monitor brightness |

## History

**#1 - 2012-12-31 20:00 - danij**

Please describe the nature of the issue you are seeing (or better yet attach a screenshot/video to this report).

**#2 - 2013-01-10 11:51 - roman313**

Ok,

in an earlier versions, after I'm start game (heretic, for example),
in a game I'm going to Options->Display->gamma correction" and set gamma-correction to the high value.
And, game is very light (display brightness very high).
In current's version, gamma-correction increases display brightness very-very low.

**#3 - 2013-01-10 11:52 - skyjake**

- **priority**: 5 --> 3

**#4 - 2013-01-10 12:37 - danij**

- **summary**: Gamma-correction in latest unstable release --> [GL] Ineffective gamma-correction

**#5 - 2013-02-06 16:32 - danij**

- **milestone**: v1.8.6 --> v1.9.10
- **priority**: 1 --> 5

**#6 - 2013-10-19 12:18 - skyjake**

- *Description updated*

- *Category set to Regression*

- *Target version deleted (1.9.10)*

**#7 - 2017-04-03 14:42 - skyjake**

- *Status changed from New to Closed*

Closing as obsolete.