

## Doomsday Engine - Bug #1006

### [Busy Mode] Screen capture malformed at some resolutions

2012-03-08 12:09 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2012-03-08
<b>Priority:</b>	High	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.9.7		
<b>Description</b>  When running with a resolution such as 1366x768, the screen capture done by busy mode for the transition effect (e.g., Doom screen wipe) looks malformed (pixel format, stride, or other GL parameter seems incorrect).  Possibly related: <a href="http://dengine.net/forums/viewtopic.php?f=7&amp;t=987">http://dengine.net/forums/viewtopic.php?f=7&amp;t=987</a>  <b>Labels:</b> User Interface			

#### History

##### #1 - 2012-03-07 09:57 - skyjake

Bad screen capture for busy transition

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/636fa1db/3949/attachment/bad\\_capture2.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/636fa1db/3949/attachment/bad_capture2.jpg)

##### #2 - 2012-03-08 12:13 - skyjake

This will be affected by the "qapp-based" branch: the drawing canvas can be captured easily with Qt. We could then cut the captured image's resolution in half (for the blur and to save some texture memory) and upload it as-is onto a texture.