Doomsday Engine - Bug #103

All Objects have black square around them

2003-07-07 07:43 - skyjake

Status:	Closed	**Start date:**	2003-07-07
Priority:	Low	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.7.7		

Description

When i use jdoom, all the objects such as enemies,
guns, etc, have black around them. I have a 300 mhz,
48 meg or ram, and a SIS 6326 PCI video card.

Labels: Direct3D Renderer

History

#1 - 2003-07-08 04:24 - chrisdragon

Logged In: YES
user_id=763563

You might wanna upgrade to a real video card (geforce2 or
higher, geforce2 has PCI). I don't think your machine is
enough for use of the eye candy jdoom offers :-/

Might wanna upgrade that machine first

#2 - 2003-09-15 23:14 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=211998

Make sure you have "Black Texture Outlines" unchecked. That
might be your problem right there.