

## Doomsday Engine - Bug #1083

### In-game window contents resizing glitches

2012-08-28 17:53 - skyjake

<b>Status:</b> New	<b>Start date:</b> 2012-08-28
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> Rendering	
<b>Description</b> In-game view window updating during resize has some glitches: psprite, viewport resizing are not perfectly in sync.	
<b>Labels:</b> Graphics, Window Manager	

#### History

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**#1 - 2013-07-17 04:44 - skyjake**

- **summary:** Ingame window contents resizing glitches --> In-game window contents resizing glitches

**#2 - 2016-08-09 10:25 - skyjake**

- *Target version deleted (1.9.7)*

**#3 - 2017-04-03 14:43 - skyjake**

- *Target version set to Rendering*