

Doomsday Engine - Feature #1147

Windows NT4?

2003-03-23 19:14 - skyjake

<b>Status:</b>	Closed	<b>Start date:</b>	2003-03-23
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>			
<b>Category:</b>			
<b>Target version:</b>			
<b>Description</b>			
Is it impossible to support Windows NT4 again (OpenGL)?			
I succeeded in running up to Doomsday 1.7.2 (jDoom1.14.1) - but since then DX7+ is needed even to start - :-(			
Why shouldn't we be able to run jDoom in OpenGL mode in WindowsNT anymore... (it worked nearly perfectly before) - some special DX sound features? - DirectPlay?			
<b>Labels:</b> OS Support			

History

#1 - 2003-05-26 11:22 - daniij

Out of date.

#2 - 2006-08-20 08:38 - skyjake

Logged In: YES  
user\_id=717323

The most important feature lacking in NT4 support: DirectInput 3, or some other NT4-compatible way to get input events. Current DI3 init is broken.

#3 - 2006-09-25 12:11 - yagisan

Logged In: YES  
user\_id=1248824

This can be possible again if we find out why SDL Input didn't work on Win32.

#4 - 2006-09-26 13:57 - yagisan

Logged In: YES  
user\_id=1248824

Assigning to myself. NT4 support should be possible once we move to common routines on all platforms. Will investigate how to best achieve this, but I do not believe anyone plays this still on NT4, so I'm lowering the priority.

#5 - 2007-11-22 08:41 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES  
user\_id=740426

Thank you for taking my request into account.  
btw: I **do** still play doom on different ports and yes I **do** still use NT4 on most of my machines..., :-)

#6 - 2009-10-04 22:07 - yagisan

Logged In: YES  
user\_id=1248824  
Originator: NO

removing from self