

Doomsday Engine - Bug #119

99% CPU time

2003-08-13 14:24 - e6y

Status: Closed	Start date: 2003-08-13
Priority: Low	% Done: 100%
Assignee:	
Category:	
Target version:	
Description On my working computer with the internal sound card it is impossible to play DoomsDay, but on my home computer with old ESS - there are no problems. On play through any time after start (2-7 inutes) Doomsday starts to work very slowly (1 fps in few minutes :)). See taskinfo screenshoot (in attach) Labels: Sound (DS8)	

History

#1 - 2003-08-13 14:24 - e6y

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/5eca749d/31a2/attachment/doomsday.rar

#2 - 2003-08-15 16:26 - skyjake

Logged In: YES
user_id=717323

I don't think there's much I can do about this. It appears to be a driver issue particular to your computer(s).

#3 - 2003-08-19 16:25 - e6y

Logged In: YES
user_id=412504

But I have no problems with any games on my working computer.