

Doomsday Engine - Bug #120

ATI OpenGL: Menu fix found possibly???

2003-08-19 15:39 - skyjake

Status: Closed	Start date: 2003-08-19
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.7.12	
Description I think I may have found a solution to the menu distortion! In Jdoom, you have the blue curtain-like texture or effect that scrolls down in the menu. I discovered that everything displays just fine until you actually go to the menu and the blue curtain starts moving! Is it possible that you could make a small test version without the menu effect and see if this is actually the problem? I'd be willing to test it... Chrono -Sonic250j@netscape.net	
Labels: jDoom	

History

#1 - 2003-08-20 08:26 - skyjake

Logged In: YES
user_id=717323

OK. Try setting the cvar "menu-effect" to 2. Does that help?

How about setting "menu-effect" to 1?

#2 - 2003-08-27 17:09 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=853467

I'll check it as soon as I can. Right now my computer is being serviced and should be fixed by today. I will try the commands when I get it running, and get back to you.
-Chrono

#3 - 2003-08-28 01:49 - skyjake

(originally posted by anonymous SF.net user)

Logged In: YES
user_id=853467

YES!!!! THIS COMMAND ACTUALLY FIXES THE EVER-FAMOUS ATI MENU BUG!

-In doomsday, go to the console using the "~" key, and type "menu-effect 2"!

THANKS SKYJAKE!