Doomsday Engine - Bug #137

1024x768 fails first time

2003-09-24 19:03 - dbuske

Status:	Closed	**Start date:**	2003-09-24
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.7.13		

Description

I started up Heretic and Hexen for single play. I opened the console and set them to 1024x768. I told them to set it as default and initialize it. It came up as a small window on the bottom left of the screen. The colors were skewed, and wavy vertical lines in the rest of the screen.
Restarting jDoom fixed it and both programs were in perfect 1024x768.

I have a Asus a7v8x and a Visiontek GF3 64meg.

Labels: Graphics

History

#1 - 2003-09-25 19:39 - skyjake

Logged In: YES
user_id=717323

Do you get the same result if you try again on a freshly rebooted system? Can you reproduce the problem at all?