Doomsday Engine - Bug #147

missing textures in doom 1.9

2003-10-17 14:27 - bozotheclown

Status:	Closed		**Start date:**	2003-10-17
Priority:	Normal		**% Done:**	100%
Assignee:				
Category:				
Target version:	1.7.13			

Description

WinXP pro, directx 8, single player, happens in 640 x 480 and 800 x 600, not using 3d models, using kickstart. Old versions of Jdoom worked fine on this machine in windows 98.   now with the latest version of Jdoom in win xp pro there are missing textures even with glbsp running, in addition when trying to use open gl, getting the not accelerated message, when trying option -allowsoftare the game slows drastically (unplayable) and colors are wrong. Video card is an old canopus riva tnt 2

Labels: Graphics

History

#1 - 2003-10-18 04:33 - bozotheclown

Logged In: YES
user_id=889122

OOPS, it's a riva tnt, not a tnt 2, and there seems to be no driver that supports open gl for win xp for these old cards. Ah well.

#2 - 2003-10-19 11:42 - robinpalmer

Logged In: YES
user_id=888875

Do you have an ICD opengl32.dll file for your card? If so put it in your \BIN folder. That may solve your problem...it wont hurt.