

## Doomsday Engine - Bug #164

### Brightness doesn't stay

2004-02-19 12:42 - dbuske

|   |                               |
|---|-------------------------------|
| <b>Status:</b> Closed   | <b>Start date:</b> 2004-02-19 |
| <b>Priority:</b> Normal   | <b>% Done:</b> 100%           |
| <b>Assignee:</b>  |                               |
| <b>Category:</b>  |                               |
| <b>Target version:</b> 1.7.14   |                               |
| <b>Description</b><br>Found that the brightness does not stay, but gets much darker between play sessions. That is closing Jdoom and starting again.<br>The settings stay the same, ie. the slider in the control panel are at the same spot, but it is just alot darker in-game.<br>Just touching the slider knob fixes it for that session.<br>I use an A7V8X Asus motherboard, ATI 9600 Pro, 512meg ddr, Seagate 40 gig HD 7200 rpm.<br>This happens in both Kickstart and just using jdoom.exe.<br><br>I am using all the J-packs and the newest JDRP. High everything, 3dmodels and all that.<br><br><b>Labels:</b> Graphics |                               |