

## Doomsday Engine - Bug #1689

### game options

2013-12-26 02:45 - zytharr99

<b>Status:</b>	Closed	<b>Start date:</b>	2013-12-26
<b>Priority:</b>	Normal	<b>% Done:</b>	0%
<b>Assignee:</b>	zytharr99		
<b>Category:</b>			
<b>Target version:</b>			
<b>Description</b>			
Hi guys ! that mod so bee very good, but from the new version something is missing from the settings / display / graphic options: change resolution i cant setup my graph card and screen resolution so the game very ugly in 640*480 dpi. plus from in game menu missing mouse and sound option I cant reserve my mouse looking and the game detect wrong sound frequency so pls guys can put it back thees ? all of that settings was inside the version 1.2 thank you			

### History

#### #1 - 2013-12-26 11:08 - vermil

Those options have been removed from Snowberry due to those options becoming redundant and/or that Snowberry is slowly being retired and it's options being replicated in engine.

To find the mentioned options in engine, either go to options and select 'open taskbar' or press the key one uses to open the console.

Note that the taskbar is mouse driven, to explain why a mouse cursor appears on screen when you open it.

I imagine that this report will soon be closed as, technically, it is a forum like post, rather than a bug report or RFE.

#### #2 - 2013-12-26 14:29 - skyjake

- *Category deleted (User experience)*
- *Status changed from New to Closed*
- *Priority changed from High to Normal*