

Doomsday Engine - Bug #171

pauses when entering new area

2004-04-07 09:14 - invictus

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|---|-------------------------------|
| Status: Closed | Start date: 2004-04-07 |
| Priority: Low | % Done: 100% |
| Assignee: skyjake | |
| Category: | |
| Target version: 1.7.14 | |
| Description I'm running doomsday 1.7.14 on an amd 2800 xp with an ati radeon 9600 xt. When I enter a new room on any lwad or Pwad, the game freezes up for about a second and a half. This happens whether I have md2's turned on or off, or detail textures on or off. On my MSI geforce 4-440, this freezing didn't happen. I have also tested it on an ATI radeon 9200se, and the same thing happens. is this an ATI-specific problem? | |
| Labels: Graphics | |

History

#1 - 2004-08-21 08:43 - skyjake

Logged In: YES
user_id=717323

It sounds like an ATI problem. Try changing the renderer or its options (like -nosgm). New drivers might help, too.