

Doomsday Engine - Bug #1775

Gracefully abort if OpenGL version isn't sufficient

2014-04-22 19:34 - vermil

Status:	Closed	Start date:	2014-04-22
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	User experience		
Target version:	1.14.1		

Description

Pretty much what the subject states. In the recent past, I ran into a user having issues with modern Dday crashing on their computer at start up, after upgrading from a fairly old version

It was later determined that their video card only supported up to OpenGL 1.4 and not the 2.0 or higher required by modern Dday (the user was unaware of this change). It might be beneficial,informative to users and even more professional if Dday gracefully aborts and prints a message saying the users OpenGL support isn't high enough, in such situation? Rather than crashing.

I believe Dday looks what version of OpenGL is on ones computer during start up; is it possible to do that right at the start of engine start up?

Associated revisions

Revision 03fad811 - 2014-04-22 19:49 - skyjake

Fixed|Client: Failed startup causes a crash rather than an error dialog

IssueID #1775

Revision f00f11e9 - 2014-04-23 07:30 - skyjake

Fixed|Client: Failed startup causes a crash rather than an error dialog

IssueID #1775

History

#1 - 2014-04-22 19:38 - skyjake

- Tags set to OpenGL
- Tracker changed from Feature to Bug
- Category changed from Enhancement to User experience
- Assignee set to skyjake
- Target version set to 1.14.1

Doomsday should already be showing a notification dialog if the system's OpenGL version is less than 2.0. There must be a bug if this causes a crash instead.

#2 - 2014-04-22 19:38 - skyjake

- Status changed from New to In Progress

#3 - 2014-04-22 20:02 - skyjake

- Status changed from In Progress to Resolved
- % Done changed from 0 to 100

#4 - 2014-04-23 18:50 - skyjake

- Status changed from Resolved to Closed