

Doomsday Engine - Bug #2121

Resolution does not change properly.

2015-10-13 19:43 - Drako

Status: Closed	Start date: 2015-10-13
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category: Defect	
Target version:	
Description I cannot change the resolution in Video settings. After I click new resolution, doomsday switches to windows for a while, I can see the window of doomsday stating "Not responding" in the title bar. After about 40 seconds, doomsday goes full screen but the whole screen stays white. I can hear that I can operate in game normally (for example I hear going to menu in doom after pressing ESC, I can navigate in that menu, etc), but I cannot see anything because the screen stays white. (the same happens in v 1.15.4, v2.0 build 1730 and v2.0 build 1745 - these I tested). This issue is possibly related to bug #1977 and feature #2116 .	
Related issues: Related to Feature #2116: Compatibility with limited FBO functionality (old O... Closed 2015-02-13	

History

#1 - 2015-10-24 21:38 - skyjake

- Related to Feature #2116: Compatibility with limited FBO functionality (old OpenGL drivers) added

#2 - 2016-10-10 05:41 - Drako

Fixed in build 2109.

#3 - 2016-10-10 07:02 - skyjake

- Category set to Defect
- Status changed from New to Closed
- Assignee set to skyjake
- Target version set to 49
- % Done changed from 0 to 100

#4 - 2017-02-25 12:02 - skyjake

- Target version deleted (49)

Files

doomsday.out	1.64 MB	2015-10-13	Drako
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