

## Doomsday Engine - Bug #429

### Poor fps after leaving menu

2007-03-01 18:22 - mercury13\_kiev

<b>Status:</b> Closed	<b>Start date:</b> 2007-03-01
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b> danij	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta5	
<b>Description</b> When the menu effects are on, after you leave the menu, the game runs very slowly (about 3x-4x slowdown; my original fps was 100+, now about 30). It returns to its original speed after you load another level.	
<b>Labels:</b> Graphics	

### History

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#### #1 - 2007-03-01 18:40 - mercury13\_kiev

Logged In: YES  
user\_id=1732664  
Originator: YES

Windows XP, OpenGL renderer, DirectX9c, GeForce4 Ti4200

#### #2 - 2007-03-18 00:04 - danij

Logged In: YES  
user\_id=849456  
Originator: NO

Fixed in svn for 1.9.0-beta6.