Doomsday Engine - Bug #44

60 Hz Bug - cannot be forced to run with higher frequences!

2003-05-12 11:44 - skyjake

Status:	Closed	**Start date:**	2003-05-12
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:			

Description

Hi i think there is a graphic problem.

Introduction:
Using Windows 2000 or Xp the OS will often switch to 60 Hz when entering OpenGL or glide and to 75 Hz entering Direct 3D. Is is cause by a unfixed bug in the OS. Nevertheless you can force not to switch to low frequences. I use a 17" CRT monitor running at 120 Hz. I can play Doom with the doomsday engine very good aslong as i do not force high frequences. But 60 Hz are not too good for my eyes.

The Problem:
Playing with forced High frequences will make the engine switch to a higher resolution where it can run with 60 Hz. If i force that resolution with a higher frequenz it will switch to the next one with again 60 Hz. And so on and so on.
The game window is only a small (not fullscreen) thing in the left corner.

I would appreciate if you could look at the graphic part of the doomsday engine.
I would be very bad if you can only play with 60 Hz.

Good luck
:-)

MoonLightShadow

My Hardware:
Athlon 600 Mhz
256 MB Ram
Sony Trinitron Multiscan 17" CRT

and several tested Graphiccards:
Voodoo 5 5500
Voodoo 3 3200
Elsa Erazor
Geforce 2 MX
ATI Radeon 8500

Labels: Graphics

History

#1 - 2003-05-26 11:25 - skyjake

Logged In: YES
user_id=717323

In 1.7.9 the refresh rate defaults to the desktop refresh rate.

Also added a -refresh command line option that allows
setting the rate to any value.