

Doomsday Engine - Bug #49

ATI/OpenGL: Menu, startup screen corrupt

2003-05-22 23:54 - skyjake

Status: Closed	Start date: 2003-05-22
Priority: Low	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.7.7	

Description

This bug is something I've had to deal with ever since my new card was installed. About 4 months ago I bought a ATI radeon 7500 64mb DDR AGP card (better than my crappy ATI 16mb card). When I loaded up doomsday for Jdoom, it flew. Only problem is, the menu in the game doesn't display correctly. The letters are all scrambled in wierd triangle like shapes. The startup screen does it too! I tried updating my directx to 9.0 and tried to install updated drivers for my card, but it won't let me. I then waited for a new version of Jdoom to come out, but the bug was still persistent. Even now, it doesn't work. I can play the game and run it smooth at 1024x768x32, but the menu is always distorted. I can never figure out what scrambled word is what menu. I even tried to load it up in Direct3D, but it gave me an error saying that it couldn't find direct3d 8.1. It won't even let me take a screenshot of the menu. I really miss my Jdoom days. Please help...

-Chrono
Sonic250j@netscape.net
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Labels: Graphics

History

#1 - 2003-05-23 00:19 - skyjake

Logged In: YES
user_id=717323

I have never seen this problem with an Nvidia card, so I must conclude it's a problem with ATI's OpenGL drivers. Unfortunately I don't have an ATI card at hand so I can't do any testing.

Are there many others suffering from this same problem?

#2 - 2003-05-23 22:50 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

I don't know if there are. I find it strange however. I just installed my new drivers FINALLY yesterday, but there was still no change. DirectX 8.1 or 9.0 still don't install, so the problem still persists. I'll see if a couple of friends have the bug. Thanks.

-Chrono
Sonic250j@netscape.net
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#3 - 2003-05-26 23:16 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Yes, I have the same problem - and I got a screenshot of the menu.

Ati, radeon 7500. Using OpenGL. I had the same problem with Direct3d although that won't work anymore - I get an error in DDraw.dll

I have also tried it in low resolutions to see if it was having trouble resizing (although in game the text is fine) Windowed, all graphics options off.

Directx 8.00

#4 - 2003-05-26 23:45 - skyjake

(originally posted by anonymous SF.net user)

Logged In: NO

Hmmm, followup to my previous post - installed directx 9.0a and can now run jdoom with menus. Opengl still doesn't work. Of course now my sound has disappeared again.

Selecting mus/cd/external files doesn't change anything - volume is full, but no music (although every now and then I can a little bit and it stops again - no idea.
Caspar