

Doomsday Engine - Bug #505

Win32 crash. Disable texture compression to fix

2008-01-10 07:23 - danij

Status: Rejected	Start date: 2008-01-10
Priority: Urgent	% Done: 0%
Assignee:	
Category:	
Target version: 1.9.0-beta1	
Description I've had several reports of this now but I've not been able to reproduce as of yet. When starting a new game from the menu, on some systems Doomsday will crash before the first world frame is drawn. Apparently, disabling texture compression fixes the problem. Labels: Data	

History

#1 - 2012-08-27 18:14 - skyjake

- **status:** pending --> wont-fix