

Doomsday Engine - Bug #567

Resolution always resets to 640x480

2008-11-12 05:03 - mochtroid-x

Status:	Closed	Start date:	2008-11-12
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.0-beta6		
Description			
I normally play Doomsday in 2048x1536. When using recent SVN builds (current 6034) I have the default resolution set for 2048x1536, but the game always starts up in 640x480 and I have to change it in the control panel.			
Labels: Startup			

History

#1 - 2008-12-09 15:19 - danij

The main window is now created early due to the new graphical start up mode, however this happens well before the cfg file is parsed. Consequently, all the default values for the window dimensions, bbp, "windowed-ness", window centering, etc..., haven't yet been set.

#2 - 2008-12-22 18:42 - danij

I'm thinking it would be desirable to read the cfg as early as possible (before the startup window is created) but I'm quite sure there is a number of issues preventing that currently.

However, the planned-for user profile stuff would cover this anyway. Postpone until beta7?

#3 - 2012-02-29 13:17 - vvv1

It's very old and annoying problem. And there is no updates from 2008.

#4 - 2012-02-29 13:32 - danij

Are you aware that you can set the window dimensions from the command line?

For example:

```
-wh 2048 1536
```

or

```
-w 2048 -h 1536
```

#5 - 2012-02-29 14:22 - vvv1

Yes, of course. I do it every time (in sh script). But it will be much better to set resolution from cfg file. I've read your old comment and understand, why it ignores saved resolution. What about start in 640x480 or even in 320x200 window and change resolution/set full screen mode just after reading cfg?

#6 - 2012-03-12 10:27 - skyjake

Will be affected by the changes in the "qapp-based" branch: I'm planning to implement persistent window geometry.