

## Doomsday Engine - Bug #601

### [Doom] jDRP + Intel Graphics chipset = Instant shutdown

2009-02-06 23:31 - danij

<b>Status:</b> Rejected	<b>Start date:</b> 2009-02-06
<b>Priority:</b> Normal	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.8.6	
<b>Description</b> There appears to be something going wrong with our multitexturing use on systems running Intel Graphics chipsets as unless cvar "rend-model-shiny-multitex" is set to zero, any model with a shiny skin will lead to an instant halt of the Doomsday process, with no error dialog or message in doomsday.out.  I suspect what is happening here is similar to the issue I recall skyjake having with shiny skins on models under OS X in that when we check the availability of the modulate_combine extensions we assume the ATI version will be available if the NVidia version is not.  <b>Labels:</b> Doom, Addons	

#### History

##### #1 - 2012-08-27 20:07 - danij

- **labels:** OpenGL Renderer --> Doom, Addons

- **summary:** jDoom + jDRP + Intel Graphics chipset = Instant shutdown --> [Doom] jDRP + Intel Graphics chipset = Instant shutdown

##### #2 - 2012-08-28 07:00 - skyjake

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