

Doomsday Engine - Bug #621

Alpha Masked walls on Intel 950 and some notes

2009-02-26 16:01 - jenge

Status: Closed	Start date: 2009-02-26
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	
Description Alpha masked walls (a quick one to see is in Doom 2's first map where you start, back by the chainsaw) flicker between fully transparent and fully solid (single color) on the Intel 950. I tested this on 2 boxes across 2 drivers sets. Otherwise, it looks to run GREAT with very good performance. The 950 is a very common board and comes with just loads of systems, including many laptops/desktops and most Netbooks. In a related note, it would be nice is 1024x600 wasn't a custom resolution as this is the most common Netbook resolution. I am not sure if I saw a "use desktop resolution" checkbox. If not, that would be a good thing to see as most people are running LCD monitors now and the desktop resolution is the native resolution. So, should be the default fullscreen resolution. Great job on Beta 6! Thanks!!! Labels: Graphics	