

Doomsday Engine - Bug #74

Voodoo: Brightness setting messes with desktop

2003-06-17 02:13 - skyjake

Status: Closed	Start date: 2003-06-17
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.7.10	
Description	
Using:	
Win98 P3 1.1Ghz 256 MB ram Voodoo 5500	
Problem:	
Playing in openGL mode, increasing the brightness in the console works perfectly fine in the game, but causes severe disturbances to the display when exiting back to desktop. Currently, I have to start jdoom back up, go back to the console, and turn the brightness back down to normal in order to remove the display problems from desktop.	
Labels: Graphics	

History

#1 - 2003-07-02 16:52 - skyjake

Logged In: YES
user_id=717323

I have no way to reproduce this bug. Doomsday does restore the original color adjustments before it exists (works fine with most vidcards; yours seems to be the only one acting up). Given that you're using a Voodoo card (and Win98!), the cause of the problem probably lies in that direction...

I recommend you use "-noramp" to disable Doomsday's color adjustments and modify the settings manually, using some other program.