Doomsday Engine - Bug #84

wm_resize after quit

2003-06-24 12:10 - e6y

Status:	Closed	**Start date:**	2003-06-24
Priority:	Low	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.7.7		

Description

See screenshots in attach for this post.

before.gif: Far Manager (I run jHeretic from him) before
after.gif: Far Manager after quit from jHeretic

There can be mistake of Windows (Windows sent
wm_resize to application before resolution finally
switching from 640x480 to 1024x768)
Also it can be defect in SDL library

I think it a known bug, but it is absent for example in
quake1, 2, 3 and other (OpenGL)

Especially this bug does not present in Direct3d render,
but its DoomsDay realization much more slowly than
OpenGL

Labels: OpenGL Renderer

History

#1 - 2003-06-24 12:10 - e6y

shots

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/206f657c/71a0/attachment/shots.zip

#2 - 2003-06-24 22:06 - skyjake

Logged In: YES
user_id=717323

I believe this happens because drOpenGL changes the
desktop resolution. When this is done, Windows is 'kind'
enough to resize your apps to fit the resolution. When
Doomsday exists, the old resolution is restored but the
apps are not.

#3 - 2003-06-25 07:59 - e6y

Logged In: YES
user_id=412504

glboom uses SDL library for rendering like DoomsDay does but it
doesn't have this bug

#4 - 2003-06-25 22:19 - skyjake

Logged In: YES
user_id=717323

Sorry, Doomsday doesn't use SDL.