

Doomsday Engine - Bug #844

default resolution not apply at start

2010-01-02 15:55 - legluondunet

Status: Closed	Start date: 2010-01-02
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description	
Hello,	
Whatever the default resolution I choosed in the configuration panel/video, the next time I start doomsday it starts with 600x480!!! It don't care about the default resolution I choosed. If I return to the control panel, my last choice is set, but not fonctionnal. I only test this bug with Doom on a ubuntu karmic/nvidia/doomsday 1.9.0-beta6.8 Thanks for your help.	
LGDN.	
Labels: jDoom	

History

#1 - 2010-01-02 22:15 - danij

This issue is already present in this bug tracker. Closing as duplicate.