

Doomsday Engine - Bug #1020

[Windows] No gamma reset when quitting game

2012-04-10 14:57 - martyfender

Status: Closed	Start date: 2012-04-10
Priority: Normal	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.8 Unstable	
Description Windows XP SP3 Nvidia 7600 GS 512 with the latest WHQL driver. In builds ~458-465, when I quit Doomsday the desktop gamma is not reset and I have to use setgamma.exe to reset it. I am not 100% certain, but I believe it started in build 458. I use the Doom resource pack, Doom Hi res texture pack, and the Doom interface pack, all of the most recent, official versions from your addons page.	
Labels: Graphics	

History

#1 - 2012-04-14 07:13 - skyjake

The fix is not in 469, but should be in Monday's build 472.

#2 - 2012-04-14 07:19 - martyfender

same behavior in build 469