

Doomsday Engine - Bug #641

Resolution change issues (Linux)

2009-03-04 19:50 - chromisx

Status: Closed	Start date: 2009-03-04
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta6	

Description

Hello,

I have the following problems with the recently released deng 1.9.0beta6 in Linux,

In summary: the programs **always** starts with a resolution of 640x480, regardless of my settings in the jdoom.cfg (the default resolution!)

When I change to a higher resolution, the control panel seems to stay as small as 640x480. Pressing escape (in order to return to the menu) and re-entering the control panel again solves that minor control panel rendering issue.

Suppose that I set a resolution of 1600x1200, and suppose that I also click the "set default" button. This works, but then I quit the game:

- the jdoom.cfg contains "vid-res-x 1600" and "vid-res-y 1200", as expected.
- when I run the game again, I'll get 640x480 instead.
- when I visit the control panel, the default resolution still shows "1600x1200", but "640x480" is selected at the resolution selection dialog where all possible resolutions are listed for selection.
- when I quit the game again, and reinspect jdoom.cfg, it still contains "vid-res-x 1600" and "vid-res-y 1200"

It seems that the default resolution is ignored somehow, at least on my system...

...or am I missing something trivial?

Thanks for your time,

Greetings,

Raymond.

Labels: Graphics

History

#1 - 2009-03-04 20:04 - danij

Thanks for the report. However, this issue has already been added to this tracker, please see here:

https://sourceforge.net/tracker2/?func=detail&aid=2267127&group_id=74815&atid=542099

Closing this as duplicate.