

ET: Legacy Development - Bug #1130

Crash on resolution change

22.12.2018 22:08 - Spyhawk

Status: Invalid	% Done: 100%
Priority: Normal	
Assignee:	
Category: Client	
Target version: 2.76	
OS:	Arch:
Description	
@WuTangH: ow, it crashed on resolution change	

History

#1 - 22.12.2018 23:14 - WuTangH

The game crashes without any error messages while it is trying to load any new resolutions, even the one that was used before and worked fine. The crash happens when the loading is complete and the map environment should show up. However, it happens only on server. In menu or devmap mode, resolution changes don't make any issues.

The crash happened on Legacy mod, and seems to be always reproduce-able (Cannot change to any resolution while on server..).

#2 - 25.12.2018 01:05 - IR4T4

@WuTangH how did you set it? Via menu, console? Let us know the exact steps to reproduce.

#3 - 25.12.2018 14:18 - WuTangH

The crash happens whenever I set resolution in menu or thru console. Also in custom resolution mode.

It should be reproducible like this:

1. start ET:L client (win)
2. connect to etlegacy.com server
3. change resolution by menu or console
4. the game do vid_restart and crash after loading the map.

Also, the computer is a laptop with integrated Intel graphics.

#4 - 28.12.2018 12:45 - Spyhawk

- Status changed from New to Invalid

- % Done changed from 0 to 100

This happens with a HD Graphics card (Sandybridge gen). I cannot reproduce on a Sandybridge HD 3000 using the same driver. Unfortunately, nothing we can do here.