

Doomsday Engine - Bug #1005

GL error when drawing HUD ammo (msg-show 0)

2012-03-06 15:20 - skyjake

Status:	Closed	Start date:	2012-03-06
Priority:	Urgent	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.7		
Description			
<ol style="list-style-type: none">1. Run with the attached .cfg file.2. Start a game (doom1-ultimate E1M1), wait for the map title to disappear.3. Pick up an Ammo power up. Repeat if nothing happens.			
OpenGL error 0x503 occurs during during glBindTexture() for character '5'. On-screen, one can see large single-color quads covering parts of the screen a few moments before the crash, which suggests invalid geometry and/or matrix push/pop.			
<pre>0 doomsday 0x00189a5f Sys_GLCheckError + 31 (sys_opengl.c:699) 1 doomsday 0x000b1348 GL_BindTexture + 248 (gl_texmanager.c:3425) 2 doomsday 0x0013baa4 drawChar + 644 (rend_font.c:834) 3 doomsday 0x0013b3af textFragmentDrawer + 2431 (rend_font.c:712) 4 doomsday 0x0013d61e FR_DrawText3 + 2430 (rend_font.c:1350) 5 doomsday 0x0013d9cb FR_DrawTextXY3 + 91 (rend_font.c:1399) 6 jDoom 0x087d11eb SBarReadyAmmo_Drawer + 731 (st_stuff.c:898) 7 jDoom 0x0876514d drawWidget2 + 317 (hu_lib.c:501) 8 jDoom 0x08765256 drawWidget + 182 (hu_lib.c:525) 9 jDoom 0x0876529c drawWidget + 252 (hu_lib.c:530) 10 jDoom 0x08765401 GUI_DrawWidget + 241 (hu_lib.c:566) 11 jDoom 0x087d878c drawUIWidgetsForPlayer + 812 (st_stuff.c:2572) 12 jDoom 0x087d8ad7 ST_Drawer + 263 (st_stuff.c:2631) 13 jDoom 0x087b63ff rendHUD + 127 (d_refresh.c:308) 14 jDoom 0x087b646a D_DrawViewPort + 74 (d_refresh.c:317) 15 doomsday 0x001130b6 R_RenderViewPorts + 694 (r_main.c:1306) 16 doomsday 0x00040ed7 drawAndUpdate + 199 (dd_loop.c:178)</pre>			
Labels: Graphics			

History

#1 - 2012-03-05 13:51 - skyjake

Doom game config

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/7a20474f/3633/attachment/game.cfg

#2 - 2012-03-06 15:21 - skyjake

It appears the GL error occurs when msg-show is set to zero.

#3 - 2012-03-06 15:59 - skyjake

Fixed for 1.9.8. It was caused by GL matrix stack overflow due to a missing stack pop when the HUD log messages were disabled.