

## Doomsday Engine - Bug #1021

### Number and time formatting depends from locale

2012-04-11 17:30 - vvv1

<b>Status:</b>	Closed	<b>Start date:</b>	2012-04-11
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.9.8 Unstable		
<b>Description</b> Menu is not displayed properly since the Qt merge. Please see the attached screenshots.			
<b>Labels:</b> System			
<b>Related issues:</b> Related to Bug #2216: qt locale setting			
		<b>Closed</b>	<b>2017-03-16</b>

### History

#### #1 - 2012-04-11 17:30 - vvv1

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/faca63dd/34a1/attachment/doom2-003.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/faca63dd/34a1/attachment/doom2-003.jpg)

#### #2 - 2012-04-11 17:30 - skyjake

Cannot reproduce on Mac, Windows or Ubuntu.

Possibly related to report [https://sourceforge.net/tracker/index.php?func=detail&aid=3516954&group\\_id=74815&atid=542099](https://sourceforge.net/tracker/index.php?func=detail&aid=3516954&group_id=74815&atid=542099)

Possibly caused by GL state mismanagement.

#### #3 - 2012-04-13 06:35 - vvv1

How to reproduce:

1. Set locale: export LANG=ru\_RU.KOI8-R
2. rm -rf ~/.doomsday
3. Install doomsday build452.
4. Start it: doomsday -g doom2
5. Exit and uninstall build452.
6. Install doomsday build455 or newer.
7. Start it: doomsday -g doom2

Before starting build455 or newer configuration values look like this:

con-background-alpha 0.75

After starting build455 or newer they converted to:

con-background-alpha 0,

After removing ~/.doomsday and starting build455 or newer again they look like:

con-background-alpha 0,75

So, numeric values format in qt-based builds depends from locale. But it shouldn't.

#### #4 - 2012-04-13 10:25 - skyjake

You're right, Doomsday should override the locale for number and time formatting. Could you see if this is still occurring? (after commit 7f9db5ec)

#### #5 - 2012-04-14 04:52 - vvv1

Nothing changed. The issue still occurs.

#### #6 - 2012-04-14 07:15 - vvv1

##### Attachments:

- [http://sourceforge.net/p/deng/bugs/\\_discuss/thread/faca63dd/1195/attachment/doom2-002.jpg](http://sourceforge.net/p/deng/bugs/_discuss/thread/faca63dd/1195/attachment/doom2-002.jpg)

**#7 - 2012-04-14 08:12 - skyjake**

OK, I'll investigate a bit more...

**#8 - 2012-04-15 15:03 - skyjake**

Fixed. I assumed the problem was on Qt side, but the actual issue was that no one was forcing the en\_US locale on libc any more. I assume SDL used to do it previously.

**#9 - 2012-04-15 15:35 - skyjake**

Note that you have to delete the old (corrupted) game.cfg to restore the default/good console variable values.

**#10 - 2012-04-15 15:36 - vvv1**

Now it's fixed. Thanks!

**#11 - 2017-03-16 20:15 - skyjake**

- *Related to Bug #2216: qt locale setting added*