

Doomsday Engine - Bug #1067

White player arrow missing on automap

2012-07-21 02:36 - sonicdoommario

Status: New	Start date: 2012-07-21
Priority: Low	% Done: 0%
Assignee:	
Category:	
Target version: Rendering	

Description

The white arrow representing the player on the automap does not appear on my new laptop. I have a Dell Latitude 5420 with an Intel Processor Graphics 3000 video card. This video card has the latest driver (8.15.10.2761).

I have not had this problem on any other computer that I have owned. I can even produce this problem with any earlier build of Doomsday, whether stable or unstable.

However, when I use IDDT to reveal everything on the map, all of the objects appear without a problem, but the white arrow representing the player still does not show up on the automap.

Attached is a picture showing the automap with no white player arrow.

Let me know if any additional information is needed.

Labels: Automap, Video Card Driver

History

#1 - 2012-07-21 02:36 - danij

- **labels:** Data --> Automap

#2 - 2012-08-27 20:13 - skyjake

- **priority:** 5 --> 2

#3 - 2012-08-27 20:14 - sonicdoommario

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/26436c2c/8dcb/attachment/automap.jpg

#4 - 2012-08-28 08:03 - sonicdoommario

I wanted to follow up on this bug. This does seem like a video card driver problem. I reverted back to an old driver for my Intel HD Graphics 3000 video card (version 8.15.10.2622) and the white arrow showed up in the automap when I ran Doomsday.

However, the white arrow again does not show up when I put back the latest driver for my video card (8.15.10.2761).

I am also running Windows 7 Professional, 64-bit.

Here is an attachment of the arrow showing up in the automap (with the old Intel driver).

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/26436c2c/01aa/attachment/automaparrow.png

#5 - 2012-09-16 05:08 - sonicdoommario

Just wanted to follow up saying that this problem occurs with the now newest driver of my video card (9.17.10.2867).

#6 - 2012-11-02 22:18 - skyjake

- **labels:** Automap --> Automap, Video Card Driver

#7 - 2012-12-07 14:59 - sonicdoommario

Maybe this information will help - I went back to the older driver where the player arrow was showing up and compared the GL information between

the older driver and the newer driver on Doomsday. Everything was the same, except for the line width range.

On the older driver (where the player arrow was showing up), the line width range was 0...6.99219

On the most recent driver, the line range is just 0...6.9.

Could that make any difference right there?

#8 - 2014-10-05 18:16 - danij

- *Tags set to Automap, VideoCardDriver, IntelGraphics*

#9 - 2016-08-09 10:25 - skyjake

- *Target version deleted (1.9.9)*

#10 - 2017-04-03 14:43 - skyjake

- *Target version set to Rendering*