Doomsday Engine - Bug #1128

Some of the textures and parts of GUI missing

2013-07-26 23:17 - galt_gendo

Status:	Closed	**Start date:**	2013-07-26
Priority:	Normal	**% Done:**	0%
Assignee:			
Category:			
Target version:	1.11		

Description

On a different machine than in the earlier bug, 1.11 starts for a change, but is horribly glitched.

The easiest to describe is control panel: all the text is gone.

Now, what happens in-game is is much more odd. It seems that random textures are rendered black.

...

...or at least I thought so, till I recalled a certain eduke32 glitch.
http://wiki.eduke32.com/wiki/Frequently_Asked_Questions (note about r_texcompr)

After gutting client/src/gl/gl_texmanager.cpp in this regard (putting either false or true in the three places I found (1 in ChooseTextureFormat, 2 in GL_PrepareTextureContext)), things began to work as expected.

History

#1 - 2013-08-05 22:39 - galt_gendo

...Oh, there is '-notexcomp' already, just not in the manpage.

Though adding this to FAQ would be a good idea.

(posted this in the wrong bug a moment ago)

#2 - 2013-08-05 22:41 - danij

- **Priority**: 1 --> 5

#3 - 2013-10-17 12:43 - skyjake

- Tags set to OpenGL, TextureCompression

- Subject changed from doomsday doesn't display some of the textures/parts of gui to Some of the textures and parts of GUI missing

- Status changed from New to Closed

I'm closing this as it sounds more like an OpenGL driver issue related to texture compression.

Texture compression should be disabled by default, though.