

Doomsday Engine - Bug #192

Ocasional Graphic Card crashes

2004-08-30 15:32 - carlos_ed

Status: Closed	Start date: 2004-08-30
Priority: Lowest	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.8.2	
Description	
Running on hardware:	
CPU: AMD Athlon XP 1800+	
RAM: 768Mb DDR266	
Mobo: ASUS A7N8X-E Deluxe	
Driver Version: nVIDIA v4.27 (For the nForce2 Chipset devices)	
Graphic Card: Gigabyte R96P128DH (Radeon 9600 PRO 128Mb DDR)	
Driver Version: ATI Catalyst v4.8	
Running state of Doomsday:	
Doomsday v1.8.2	
jDRP v1.01	
jDoom_details (Detail Textures pack for jDoom)	
Running on OpenGL, w/ Anysotropic filtering on in Kicks, Texture compression, and Vertex Arrays.	
What happens is that the ATI special feature called "VPU Recovery" (1) triggers frequently (..not always.) after loading a level.	
"VPU Recovery" is an automatic crash recovery a lot of times is able to reset the VPU of the graphic card when it stops responding to Video Driver commands without even rebooting or crashing the system. Allowing the user to continue whatever he was doing. Sometimes triggering of this feature is caused by driver bugs. Not likely because with the current driver release Doomsday is the only one that sistematically does this on the same part of the program. Also this didn't happen on the v1.7.xx branch of Doomsday. But, I don't exclude such possibility. Another cause is extreme overclocking of the Graphics Card. Also not likely, because the card is running at stock speeds. And finally, overheating. Since my computer case runs at 28şC and the VPU is running at a maximum of 42şC, I really don't think this is causing triggering.	
Labels: OpenGL Renderer	

History

#1 - 2004-09-02 20:46 - skyjake

Logged In: YES
user_id=717323

ATI's OpenGL drivers are not very reliable when it comes to support for features outside the realm of Quake.

There's not much I can about your problems, sorry. I suggest trying a different/newer version of the ATI drivers.

#2 - 2004-09-03 15:19 - carlos_ed

Logged In: YES
user_id=773520

Maybe I should've mentioned this, it happened on multiplayer. On single player I am yet to see this happen. But then again I haven't played multiplayer again... because of the other bugs I posted.

"ATI's OpenGL drivers are not very reliable when it comes to support for features outside the realm of Quake." - I completely disagree. I have had no problems with any other OpenGL games, and/or applications. And I play a whole lot of games "outside the realm of quake". (You have a nVIDIA card on your comp. don't you? LooOL :))

I will not bother to try different versions of the drivers because the problems dissapeared out of this realm of existence. Maybe it was the clean-up I did on my Hardware. :|

Anyway, you can delete this Bug Entry since it is no longer present...