

Doomsday Engine - Bug #196

jHRP loaded at runtime, models not found

2004-09-17 17:39 - hkmaly

Status:	Closed	Start date:	2004-09-17
Priority:	Low	% Done:	100%
Assignee:	skyjake		
Category:			
Target version:	1.8.5		
<p>Description</p> <p>When I load (in console) jHRP.pk3 (with 3D models on), instead of 3D models I see only contained lights (no change in textures on walls).</p> <p>With all enemies invisible or nearly invisible, game is noticable harder and little monotonous ... :-)</p> <p>Flame from torch is still visible and that armored guy with green axes have some green light on floor visible.</p> <p>I have nVidia GeForce2 MX400 with 32MB RAM, nVidia drivers version 4496, GCC 2.95.3. Upgrading SDL 1.2.2 to SDL 1.2.7 made no difference.</p> <p>I've tried -novtxar and -nosgm and many settings from control panel - no change.</p> <p>I've tried to try software rendering, but game didn't react at all without nvidia drivers loaded - I can't get menu by pressing escape.</p> <p>Unreal Tournament works, so I assume this can be at least workarounded.</p> <p>Labels: Resources</p>			

History

#1 - 2004-09-17 17:39 - hkmaly

Doomsday.out

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/dd555e87/58d5/attachment/Doomsday.out

#2 - 2005-01-01 18:50 - skyjake

Logged In: YES
user_id=717323

Perhaps the model pack was loaded incorrectly and Doomsday can't find the model files?

#3 - 2005-01-03 16:17 - hkmaly

Logged In: YES
user_id=767052

Then there is some very large bug in error reporting - as you can see from attached Doomsday.out, there are no error messages and game reports 748 models ...

Do you have same card with same nVidia driver, or are you only so optimistic to think "Work for me" means there is no bug ?

#4 - 2005-01-03 18:13 - skyjake

Logged In: YES
user_id=717323

I think I can see the problem. The model pack can't be loaded at runtime with the "load" command. It's too complex for the engine to handle (probably the model file hash isn't updated or something).

If you load it from the command line using "-file", then everything works great.

#5 - 2005-01-03 18:58 - hkmaly

Logged In: YES
user_id=767052

OK, then reclassify this bug (or you already did that ?), while I'll try to load it using command line. I've had some problems with command line, but maybe it was only path and it will work now ...

#6 - 2005-01-03 20:14 - skyjake

Logged In: YES
user_id=717323

I believe this is now fixed. It was indeed a glitch in the file hash, and a one-liner was enough to get it working correctly. 1.8.5 source re-uploaded (and in the CVS).

#7 - 2005-01-03 20:27 - hkmaly

Logged In: YES
user_id=767052

Re-upload ... that is possible ? How do I know which version I have ?

#8 - 2005-01-03 20:39 - skyjake

Logged In: YES
user_id=717323

Download again from the main mirror to be sure.

<http://osdn.dl.sourceforge.net/sourceforge/deng/deng-1.8.5.tar.gz>

The updated package is 3153506 bytes large.

#9 - 2005-01-07 19:56 - hkmaly

Patch for -file option

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/dd555e87/52b2/attachment/doomsday.file.patch

#10 - 2005-01-07 19:56 - hkmaly

Logged In: YES
user_id=767052

1) It works with loading by -file on 1.8.2
2) It works with loading at runtime on 1.8.5a
3) I've found that problem with command line. Only first file is loaded with -file heretic.wad -file jHRP.pk3. I've looked in code and found simple fix ... (attached patch).

#11 - 2005-01-07 22:38 - skyjake

Logged In: YES
user_id=717323

Thanks for the patch, it's now committed.