Doomsday Engine - Bug #1985

Linux: Doomsday halts startup until window looses focus.

2015-02-28 01:06 - toxicshadow

Status:	Closed	**Start date:**	2015-02-28
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Regression		
Target version:			

Description

I have seen this issue on both Ubuntu and Fedora. Only noticed it on recent builds.

When doomsday is launched a window will open with but instead of rendering the game graphics it renders a screenshot of the desktop behind the window and then halts.

If I click anywhere outside of the doomsday window it springs into life and runs normally.

This is where it halts on the terminal output:

```
[toxicshadow@localhost bin]$ ./doomsday
libpng warning: iCCP: Not recognizing known sRGB profile that has been edited
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libpng warning: iCCP: Not recognizing known sRGB profile that has been edited
libpng warning: iCCP: Not recognizing known sRGB profile that has been edited
Application path: /mnt/games/native_games/doomsday/bin/doomsday
Created a new 32.0 MB memory volume.
Config::read: modules/Config matches version [ 2, 0, 0, 1518 ]
Executable: Doomsday Engine 1.15.0 (Unstable 64-bit) Feb 27 2015 22:26:38
Command line options:
0: ./doomsday
RenderSystem: Loading shader definitions from read-only archive entry "renderer.pack/
shaders.dei" [path "/data/net.dengine.client.pack/renderer.pack/
shaders.dei"] from archive in read-only "(basedir)/data/
net.dengine.client.pack"
^ : Loading shader definitions from read-only archive entry "renderer.pack/
lensflares.pack/shaders.dei" [path "/data/net.dengine.client.pack/renderer.pack/
lensflares.pack/shaders.dei"] from archive in read-only "(basedir)/data/
net.dengine.client.pack"
Joystick_Init: Joystick name: Xbox 360 Wireless Receiver (XBOX)
loadAudioDriver: Loading of "fmod" failed
Failed initializing audio driver "FMOD"
OpenGL 3.3 supported
Sys_GLInitialize: OpenGL information:
Version:  4.5.0 NVIDIA 346.35
Renderer: GeForce GTX 770/PCIe/SSE2
Vendor:   NVIDIA Corporation
Capabilities:
Compressed texture formats: 51
Use texture compression:    no
Available texture units:    4
Maximum texture anisotropy: 16
Maximum texture size:       16384
Line width granularity:     0.125
Line width range:           0.5...10
^ : OpenGL Extensions:
^ :     AMD extensions:
multi_draw_indirect, seamless_cubemap_per_texture
^ :     ARB extensions:
ES2_compatibility, ES3_1_compatibility, ES3_compatibility, arrays_of_arrays,
base_instance, bindless_texture, blend_func_extended, buffer_storage,
clear_buffer_object, clear_texture, clip_control, color_buffer_float,
```

compatibility, compressed_texture_pixel_storage, compute_shader,
compute_variable_group_size, conditional_render_inverted, conservative_depth,
copy_buffer, copy_image, cull_distance, debug_output, depth_buffer_float,
depth_clamp, depth_texture, derivative_control, direct_state_access,
draw_buffers, draw_buffers_blend, draw_elements_base_vertex, draw_indirect,
draw_instanced, enhanced_layouts, explicit_attrib_location,
explicit_uniform_location, fragment_coord_conventions, fragment_layer_viewport,
fragment_program, fragment_program_shadow, fragment_shader,
framebuffer_no_attachments, framebuffer_object, framebuffer_sRGB,
geometry_shader4, get_program_binary, get_texture_sub_image, gpu_shader5,
gpu_shader_fp64, half_float_pixel, half_float_vertex, imaging,
indirect_parameters, instanced_arrays, internalformat_query,
internalformat_query2, invalidate_subdata, map_buffer_alignment,
map_buffer_range, multi_bind, multi_draw_indirect, multisample, multitexture,
occlusion_query, occlusion_query2, pipeline_statistics_query,
pixel_buffer_object, point_parameters, point_sprite, program_interface_query,
provoking_vertex, query_buffer_object, robust_buffer_access_behavior, robustness,
sample_shading, sampler_objects, seamless_cube_map, seamless_cubemap_per_texture,
separate_shader_objects, shader_atomic_counters, shader_bit_encoding,
shader_draw_parameters, shader_group_vote, shader_image_load_store,
shader_image_size, shader_objects, shader_precision,
shader_storage_buffer_object, shader_subroutine, shader_texture_image_samples,
shader_texture_lod, shading_language_100, shading_language_420pack,
shading_language_include, shading_language_packing, shadow, sparse_buffer,
sparse_texture, stencil_texturing, sync, tessellation_shader, texture_barrier,
texture_border_clamp, texture_buffer_object, texture_buffer_object_rgb32,
texture_buffer_range, texture_compression, texture_compression_bptc,
texture_compression_rgtc, texture_cube_map, texture_cube_map_array,
texture_env_add, texture_env_combine, texture_env_crossbar, texture_env_dot3,
texture_float, texture_gather, texture_mirror_clamp_to_edge,
texture_mirrored_repeat, texture_multisample, texture_non_power_of_two,
texture_query_levels, texture_query_lod, texture_rectangle, texture_rg,
texture_rgb10_a2ui, texture_stencil8, texture_storage,
texture_storage_multisample, texture_swizzle, texture_view, timer_query,
transform_feedback2, transform_feedback3, transform_feedback_instanced,
transform_feedback_overflow_query, transpose_matrix, uniform_buffer_object,
vertex_array_bgra, vertex_array_object, vertex_attrib_64bit,
vertex_attrib_binding, vertex_buffer_object, vertex_program, vertex_shader,
vertex_type_10f_11f_11f_rev, vertex_type_2_10_10_10_rev, viewport_array,
window_pos
^ : ATI extensions:
draw_buffers, texture_float, texture_mirror_once
^ : EXT extensions:
Cg_shader, abgr, bgra, bindable_uniform, blend_color, blend_equation_separate,
blend_func_separate, blend_minmax, blend_subtract, compiled_vertex_array,
depth_bounds_test, direct_state_access, draw_buffers2, draw_instanced,
draw_range_elements, fog_coord, framebuffer_blit, framebuffer_multisample,
framebuffer_multisample_blit_scaled, framebuffer_object, framebuffer_sRGB,
geometry_shader4, gpu_program_parameters, gpu_shader4, import_sync_object,
multi_draw_arrays, packed_depth_stencil, packed_float, packed_pixels,
pixel_buffer_object, point_parameters, polygon_offset_clamp, provoking_vertex,
rescale_normal, secondary_color, separate_shader_objects,
separate_specular_color, shader_image_load_store, shader_integer_mix,
shadow_funcs, stencil_two_side, stencil_wrap, texture3D, texture_array,
texture_buffer_object, texture_compression_dxt1, texture_compression_latc,
texture_compression_rgtc, texture_compression_s3tc, texture_cube_map,
texture_edge_clamp, texture_env_add, texture_env_combine, texture_env_dot3,
texture_filter_anisotropic, texture_integer, texture_lod, texture_lod_bias,
texture_mirror_clamp, texture_object, texture_sRGB, texture_sRGB_decode,
texture_shared_exponent, texture_storage, texture_swizzle, timer_query,
transform_feedback2, vertex_array, vertex_array_bgra, vertex_attrib_64bit,
x11_sync_object
^ : EXTX extensions:
framebuffer_mixed_formats
^ : IBM extensions:
rasterpos_clip, texture_mirrored_repeat
^ : KHR extensions:

blend_equation_advanced, context_flush_control, debug,
robust_buffer_access_behavior, robustness
^ : KTX extensions:
buffer_region
^ : NV extensions:
ES1_1_compatibility, ES3_1_compatibility, bindless_multi_draw_indirect,
bindless_multi_draw_indirect_count, bindless_texture, blend_equation_advanced,
blend_square, compute_program5, conditional_render, copy_depth_to_color,
copy_image, depth_buffer_float, depth_clamp, draw_texture, explicit_multisample,
fence, float_buffer, fog_distance, fragment_program, fragment_program2,
fragment_program_option, framebuffer_multisample_coverage, geometry_shader4,
gpu_program4, gpu_program4_1, gpu_program5, gpu_program5_mem_extended,
gpu_program_fp64, gpu_shader5, half_float, internalformat_sample_query,
light_max_exponent, multisample_coverage, multisample_filter_hint,
occlusion_query, packed_depth_stencil, parameter_buffer_object,
parameter_buffer_object2, path_rendering, pixel_data_range, point_sprite,
primitive_restart, register_combiners, register_combiners2,
shader_atomic_counters, shader_atomic_float, shader_buffer_load,
shader_storage_buffer_object, shader_thread_group, shader_thread_shuffle,
texgen_reflection, texture_barrier, texture_compression_vtc,
texture_env_combine4, texture_multisample, texture_rectangle, texture_shader,
texture_shader2, texture_shader3, transform_feedback, transform_feedback2,
uniform_buffer_unified_memory, vdpau_interop, vertex_array_range,
vertex_array_range2, vertex_attrib_integer_64bit, vertex_buffer_unified_memory,
vertex_program, vertex_program1_1, vertex_program2, vertex_program2_option,
vertex_program3
^ : NVX extensions:
conditional_render, gpu_memory_info, nvenc_interop
^ : S3 extensions:
s3tc
^ : SGIS extensions:
generate_mipmap, texture_lod
^ : SGIX extensions:
depth_texture, shadow
^ : SUN extensions:
slice_accum
^ : Extensions (GLX):
^ : GLX extensions:
ARB_context_flush_control, ARB_create_context, ARB_create_context_profile,
ARB_create_context_robustness, ARB_fbconfig_float, ARB_get_proc_address,
ARB_multisample, EXT_buffer_age, EXT_create_context_es2_profile,
EXT_create_context_es_profile, EXT_framebuffer_sRGB, EXT_stereo_tree,
EXT_swap_control, EXT_swap_control_tear, EXT_texture_from_pixmap,
EXT_visual_info, EXT_visual_rating, NV_copy_image, NV_delay_before_swap,
NV_float_buffer, NV_multisample_coverage, SGIX_fbconfig, SGIX_pbuffer,
SGI_swap_control, SGI_video_sync
Audio configuration:
Music: SDLMixer::Music
SFX: SDLMixer
libpng warning: iCCP: Not recognizing known sRGB profile that has been edited
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The output continues once the doomsday window looses focus

Associated revisions

Revision 8ac12bf1 - 2015-03-01 18:49 - skyjake

Fixed|X11|Canvas: Window refresh does not start properly

A paint event needs to be completed before another refresh is scheduled.
With the resize timer preventing painting, window redrawing did not get
started normally.

IssueID #1985

Revision 94438568 - 2015-03-01 18:52 - skyjake

Fixed|X11|Canvas: Window refresh does not start properly

A paint event needs to be completed before another refresh is scheduled.
With the resize timer preventing painting, window redrawing did not get
started normally.

IssueID #1985

History

#1 - 2015-02-28 01:11 - toxicshadow

Additional: I am using Fedora 21 with the Nvidia 346.35 driver

#2 - 2015-02-28 07:29 - skyjake

- Tags set to X11, OpenGL, WindowManager

- Category set to Regression

- Status changed from New to In Progress

- Assignee set to skyjake

- Target version set to 49

#3 - 2015-02-28 07:30 - skyjake

I have seen something similar recently. I'll investigate...

#4 - 2015-03-01 18:49 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 0 to 100

#5 - 2015-03-01 19:32 - skyjake

- Status changed from Resolved to Closed

#6 - 2015-03-02 22:07 - toxicshadow

Confirmed that the issue is now fixed.

Thanks

#7 - 2015-06-08 10:48 - skyjake

- Target version deleted (49)