

Doomsday Engine - Bug #2036

Automap lines are not visible

2015-05-05 19:37 - rhargrave

Status:	Rejected	Start date:	2015-05-05
Priority:	Normal	% Done:	0%
Assignee:			
Category:	Defect		
Target version:			
Description			
<p>I just built a fresh Doomsday from cmake-build yesterday (I don't build from master, as I don't want to have a stroke over trying to make QMake relocate the installation). It looks like the actual map is no longer being rendered when AutoMap is open. Aside from that, automap is behaving correctly -- the map name is rendered, as is the dark tint.</p> <p>It looks like this is broken in every game plugin -- I have attached screenshots from libdoom (doom2, chex, hacx, etc.. -- every game is effected), libheretic, and libhexen.</p> <p>Notice that all games experience the same symptoms -- only the actual map is not drawn, all HUD components and AutoMap components are still present.</p>			

History

#1 - 2015-05-05 20:09 - skyjake

I'll do a clean build and see if this can be reproduced.

#2 - 2015-05-06 10:18 - skyjake

- Target version deleted (1.15)

#3 - 2015-05-06 11:19 - skyjake

- Tags changed from *UI, Automap, Doom* to *UI, Automap, OpenGL*

- Subject changed from *Automap is not appearing on current cmake-build branch* to *Automap lines are not being drawn*

- Category changed from *Regression* to *Defect*

- Priority changed from *High* to *Normal*

I tried this on two different machines and the automap was working correctly on both (Ubuntu 64-bit, Nvidia GeForce 750Ti closed-source driver 340.76; and Fedora 21 in a VM running on the Mac with Intel Iris graphics).

Could you give some details about your graphics driver and hardware, please?

My theory is that there is some incompatibility with the drawing of GL_LINES. Some things to check:

- Could you see if the crosshair is working? That is also drawn with GL_LINES.
- You could try adjusting the width of the automap lines with map-line-width (try 0.1) and see if anything changes.

#4 - 2015-05-06 19:01 - rhargrave

skyjake wrote:

I tried this on two different machines and the automap was working correctly on both (Ubuntu 64-bit, Nvidia GeForce 750Ti closed-source driver 340.76; and Fedora 21 in a VM running on the Mac with Intel Iris graphics).

Could you give some details about your graphics driver and hardware, please?

My theory is that there is some incompatibility with the drawing of GL_LINES. Some things to check:

- Could you see if the crosshair is working? That is also drawn with GL_LINES.
- You could try adjusting the width of the automap lines with map-line-width (try 0.1) and see if anything changes.

The crosshair is working for me, however adjusting map-line-width as suggested is not working. At which commit is it working for you?

#5 - 2015-05-06 19:33 - skyjake

rhargrave wrote:

At which commit is it working for you?

I'm using cmake-build [1f6ede6224](#), however earlier builds of cmake-build have also been working for me in the past, i.e., I haven't seen any automap drawing problems on my systems.

#6 - 2015-05-06 19:45 - rhargrave

skyjake wrote:

rhargrave wrote:

At which commit is it working for you?

I'm using cmake-build [1f6ede6224](#), however earlier builds of cmake-build have also been working for me in the past, i.e., I haven't seen any automap drawing problems on my systems.

Huh. I just checked out and built that commit, however I am still experiencing that problem.

Here is a screenshot of my GL info: <http://i.imgur.com/545OsyO.png> in doomsday, if you're curious. Which log category does automap talk to? Let me know and I get get some logs/see if I spot anything.

#7 - 2015-05-07 20:08 - skyjake

- *File menu_shimmer.jpg added*

rhargrave wrote:

Here is a screenshot of my GL info: <http://i.imgur.com/545OsyO.png> in doomsday, if you're curious.

Since the crosshair works, it seems like GL_LINES isn't the culprit.

The automap is pretty unique in Doomsday in that it uses the GL_TEXTURE matrix stack. I see in the screenshots that the Hexen map background is solid color — it should have a texture. That appearance could be explained by the texture coordinates being rendered as (0,0) due to faulty texture matrix multiplication.

We could test this theory by seeing if the bluish menu background "shimmering curtain" effect is being drawn correctly (attached *menu_shimmer.jpg*) on your machine. That is the only other place where a texture matrix is being used.

I suppose you are not seeing any OpenGL error messages?

Which log category does automap talk to? Let me know and I get get some logs/see if I spot anything.

Unfortunately the automap doesn't do much logging...

#8 - 2015-05-07 20:11 - rhargrave

I don't seem to be encountering any GL errors, and the menu curtain works.

Even more interesting is that the automap is working when I run doomsday under my doom64 branch (though the doom64 map doesn't work -- but that's for a different reason entirely).

It's also worth noting that my doom64 branch integrates danij's modifications and had had working automap prior to those modifications.

#9 - 2015-05-07 20:44 - skyjake

- *Tags changed from UI, Automap, OpenGL to UI, Automap*

- *Subject changed from Automap lines are not being drawn to Automap lines are not visible*

I see, that at least rules out any fundamental OpenGL driver level issues since you had it working before.

#10 - 2015-05-07 20:47 - rhargrave

It's quite odd. Later today I'll recompile my casual use copy with different flags and see what happens. The current was compiled, I believe, with -Ofast.

#11 - 2015-05-08 19:32 - rhargrave

Disregard that.

This is now working.

That was strange...

No settings were changed, by the way.

#12 - 2015-05-08 20:10 - rhargrave

- Status changed from New to Rejected

Files

doom2-004.png	466 KB	2015-05-05	rhargrave
chex-000.png	488 KB	2015-05-05	rhargrave
hacx-000.png	437 KB	2015-05-05	rhargrave
heretic-002.png	78 KB	2015-05-05	rhargrave
hexen-000.png	86.7 KB	2015-05-05	rhargrave
hexen-dk-000.png	83.8 KB	2015-05-05	rhargrave
menu_shimmer.jpg	208 KB	2015-05-07	skyjake