

Doomsday Engine - Bug #2126

[X11] Enabling fsaa via the video options menu breaks video output

2015-11-11 18:35 - rhargrave

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| Status: Closed | Start date: 2015-11-11 |
| Priority: Normal | % Done: 0% |
| Assignee: | |
| Category: Defect | |
| Target version: | |
| Description | |
| <p>On Linux, at least, enabling fsaa via the video options menu will result in the engine no longer drawing frames. This issue appears to persist between sessions and requires that <code>`-nofsaa`</code> be passed at startup in order to uncheck the appropriate option.</p> <p>During the bugs effect, the engine is other perfectly operable, e.g., games can (apparently) be started and audio output can be heard.</p> <p>There appears to be no complaint on stdout/err when the option is selected, but the effect is immediately apparent as graphics output will be frozen from that point onward.</p> | |

History

#1 - 2015-11-11 18:40 - skyjake

- Tags changed from *Renderer* to *Renderer, X11, OpenGL*

- Subject changed from *Enabling fsaa via the video options menu breaks video output* to *[X11] Enabling fsaa via the video options menu breaks video output*

- Category set to *Defect*

#2 - 2015-11-11 19:03 - skyjake

I tried switching FSAA on OS X, and while it continues to render the view, there's a ton of OpenGL errors being reported in the console. Something needs fixing...

#3 - 2016-11-28 09:36 - skyjake

- Status changed from *New* to *Closed*

This should now be resolved thanks to the low-level OpenGL changes. FSAA is only used in the FBO where the game view is rendered; the rest of the window contents are always drawn without multisampling.