Doomsday Engine - Bug #2165

[2019] Automap visualization broken

2016-07-13 08:34 - danij

Status:	Closed	**Start date:**	2016-07-13
Priority:	Normal	**% Done:**	100%
Assignee:	skyjake		
Category:	Regression		
Target version:			

Description

Presently the whole automap visualization appears to be missing, map title aside. May have occurred much earlier than this build.

Associated revisions

Revision a9ad0865 - 2016-07-14 18:44 - skyjake

Fixed|All Games|Automap: Map is not visible in the automap

Two bugs contributed to the problem:
- map bounding box was not correctly passed to the automap widget
- Line's visibility tracking std::array was not initialized to zero

IssueID #2165

History

#1 - 2016-07-13 09:02 - skyjake

I have seen this issue in some of the games for several months. Could be related to GL state.

Will investigate after fixing another, more pressing bug related to TextureVariants (occasional fatal error when loading a game).

#2 - 2016-07-13 09:02 - skyjake

- Target version set to 49

#3 - 2016-07-13 12:41 - skyjake

Testing now on Windows. Interestingly, the 32-bit release build (by the autobuilder) seems to render the automaps just fine. However, the 64-bit release build and VS2015 64-bit debug build do not.

#4 - 2016-07-13 12:41 - skyjake

- Assignee set to skyjake

#5 - 2016-07-13 17:09 - vermil

I noticed this more than a month ago, when I had to use a Win10 laptop that could basically not handle Dday, for a while. At the time I put it down to said laptop using an Intel integrated graphics card.

#6 - 2016-07-14 18:42 - skyjake

- Status changed from New to Resolved

- % Done changed from 0 to 100

#7 - 2016-07-14 18:47 - skyjake

A couple of important things to remember:

- Function arguments are evaluated in a non-intuitive (reverse) order, and maybe be subject to other compiler-specific behavior. In this case, MSVC was making the four calls to query the map bounds, but apparently dereferenced the returned pointers all at once (which yielded the same value for each).
- std::array must be initialized like any other variable to have a known initial value.

(Please see the fix commit.)

#8 - 2016-07-27 09:26 - skyjake

- Status changed from Resolved to Closed

#9 - 2017-02-25 12:02 - skyjake

- Target version deleted (49)