

Doomsday Engine - Bug #2183

Incomplete attachments uncaught exception (jdrp hud weapons)

2016-11-08 06:38 - Drako

Status:	Closed	Start date:	2016-11-08
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Defect		
Target version:			
Description Build #2136 . The uncaught exception incomplete attachments when the the 3d model of a HUD weapon (from jdrp pack) is going to be displayed. Related to bug #1977 and feature #2116 . In earlier builds the behavior was different http://dengine.net/forums/viewtopic.php?f=7&t=2310#p15310 . It seems the problem can be fixed similarly as bug #1977 .			
Related issues:			
Related to Feature #2116: Compatibility with limited FBO functionality (old O...		Closed	2015-02-13
Related to Bug #1977: Doomsday crashes with Intel Chipset		Closed	2015-02-12

Associated revisions

Revision 404c4460 - 2016-11-08 09:22 - skyjake

Fixed|Model Renderer: Graceful fallback for FBO config failure

If there is an error when setting up an alternative depth buffer for 3D weapon models, just clear the main depth buffer and render the models there.

IssueID #2183

Revision 7245bcf4 - 2016-11-08 09:31 - skyjake

Fixed|Model Renderer: Graceful fallback for FBO config failure

If there is an error when setting up an alternative depth buffer for 3D weapon models, just clear the main depth buffer and render the models there.

IssueID #2183

Revision df90aada - 2016-11-09 08:59 - skyjake

GL|libgui: Improved FBO configuration fallback

Instead of configuring the framebuffer in such a way that prevents the renderer from working fully, render to a render buffer and apply the same resolve-to-texture method that is used with antialiasing.

IssueID #2183

Revision 7b01cbb9 - 2016-11-09 09:00 - skyjake

GL|libgui: Improved FBO configuration fallback

Instead of configuring the framebuffer in such a way that prevents the renderer from working fully, render to a render buffer and apply the same resolve-to-texture method that is used with antialiasing.

IssueID #2183

Revision c9e79533 - 2016-11-10 13:54 - skyjake

libgui|GL: More fallback configurations for FBOs

GLFramebuffer now properly makes a distinction between depth-only and depth/stencil attachments.

Revision f1cb63cf - 2016-11-10 13:54 - skyjake

libgui|GL: More fallback configurations for FBOs

GLFramebuffer now properly makes a distinction between depth-only and depth/stencil attachments.

IssueID #2183

History

#1 - 2016-11-08 09:04 - skyjake

- *Tags changed from HUD to HUD, 3DModel, OpenGL*
- *Category set to Defect*
- *Status changed from New to In Progress*
- *Assignee set to skyjake*
- *Target version set to 49*

Ok, I can see the problem here. I'll add an alternative rendering setup for the 3D weapon models if the framebuffer configuration warrants it.

#2 - 2016-11-08 09:32 - skyjake

- *% Done changed from 0 to 100*

Please try again with the next build...

#3 - 2016-11-09 05:51 - Drako

- *File doomsday.out added*

Unfortunately, nothing changed. Still the same uncaught exception, even doomsday.out files look the same.

#4 - 2016-11-09 06:37 - skyjake

- *% Done changed from 100 to 10*

#5 - 2016-11-09 07:57 - skyjake

Hmm, I'll try to simulate the errors in the output and see if that reveals anything.

#6 - 2016-11-09 08:56 - skyjake

- *Related to Feature #2116: Compatibility with limited FBO functionality (old OpenGL drivers) added*

#7 - 2016-11-09 08:56 - skyjake

- *Related to Bug #1977: Doomsday crashes with Intel Chipset added*

#8 - 2016-11-09 09:04 - skyjake

- *% Done changed from 10 to 30*

I did manage to reproduce the (or a) crash after simulating this failure scenario. I decided to try a different way to configure the framebuffer fallback now that the low-level GL setup has changed significantly. Let me know if the next build works any differently...

#9 - 2016-11-10 06:55 - Drako

- *File doomsday.out added*

Now doomsday quits to windows immediately after the resolution change, before the rotating thing appears (the UI does not appear at all). Doomsday.out is much shorter...

#10 - 2016-11-10 13:56 - skyjake

Ok, I've made another change for the next build. Now there are more fallback configurations and at least on my machine they all work as intended. There should now be a fallback that matches the configuration that used to work for you, according to the logs.

#11 - 2016-11-10 13:56 - skyjake

- % Done changed from 30 to 60

#12 - 2016-11-10 20:09 - skyjake

The build number to try next is 2141...

#13 - 2016-11-11 05:19 - Drako

The build 2141 seems to work as expected. For the first time since build 1.10.4 I am able to see 3D HUD weapon models. jdrp pack(s) work well (v 1.01 and (unofficial) 1.1, as well as jd3rp). Moreover, this bug: <http://engine.net/forums/viewtopic.php?f=7&t=2334#topic> has been also fixed. Thanks.

#14 - 2016-11-11 08:32 - skyjake

- Status changed from In Progress to Closed

- % Done changed from 60 to 100

Great! Thanks for testing.

#15 - 2017-02-25 12:02 - skyjake

- Target version deleted (49)

Files

doomsday.out	29.4 KB	2016-11-08	Drako
doomsday.out	29.2 KB	2016-11-09	Drako
doomsday.out	3.78 KB	2016-11-10	Drako