

Doomsday Engine - Other #2273

Failed to initialize OpenGL when run in CDB debugger

2018-07-29 02:04 - jonesmz

Status:	Closed
Priority:	Normal
Assignee:	skyjake
Description	
Built from source with MSVC2017 compiler on Windows 10.	
Commit 308d88e101b27858129af460d96623edd30f1cc4 , tagged as build2464	
If I run the Doomsday.exe binary directly, it works fine, but if I try to launch in the debugger, it throws this error.	
Application path: C:\Program Files\Doomsday 2.0.3\bin\Doomsday.exe	
Build: 2.0.3-Stable [#2764]	
Created a new 32.0 MB memory volume.	
[Config::read] modules/Config matches version [2, 0, 3, 2764]	
Detected SteamApps path: c:\program files (x86)\steam\SteamApps\common	
Using Steam WAD folder: c:\program files (x86)\steam\SteamApps\common\DOOM 2\base	
Using Steam WAD folder: c:\program files (x86)\steam\SteamApps\common\Final DOOM\base	
Using Steam WAD folder: c:\program files (x86)\steam\SteamApps\common\Ultimate Doom\base	
Identified 287 data bundles in 0.6 seconds	
Executable: Doomsday Engine 2.0.3 (Stable 64-bit) Jul 28 2018 17:14:19	
Command line options:	
0: C:\Program Files\Doomsday 2.0.3\bin\Doomsday.exe	
[RenderSystem > PackageLoader] Loading shader definitions from archive entry "renderer.pack/shaders.dei" from archive in "(basedir)\data\net.dengine.client.pack"	
Loading shader definitions from archive entry "renderer.pack/lensflares.pack/shaders.dei" from archive in "(basedir)\data\net.dengine.client.pack"	
[Joystick_Init] Joystick name: Controller (XBOX 360 For Windows)	
(in GLInfo::init) Failed to initialize OpenGL	
Application terminated due to exception:	
(in GLInfo::init) Failed to initialize OpenGL	
[PackageLoader] Unloading 7 packages	
Restoring original display mode due to shutdown	

History

#1 - 2018-07-29 12:24 - skyjake

- Status changed from *New* to *Feedback*
- Assignee set to *skyjake*

Hmm, I have not encountered this situation myself so I don't really know how to help you. For me, running in the debugger doesn't affect the success of the initialization.

Note that I've always ran the debugger via the Visual Studio IDE, though; not sure how you're launching it.

#2 - 2018-07-29 16:34 - skyjake

- Tracker changed from *Bug* to *Other*

#3 - 2018-10-27 14:57 - skyjake

- Status changed from *Feedback* to *Closed*