

Doomsday Engine - Bug #2312

3D Doom and Doom II models break in doomsday 2.1.x (env LC_NUMERIC)

2018-12-24 19:09 - jesusda

Status:	Closed	Start date:	2018-12-24
Priority:	High	% Done:	0%
Assignee:			
Category:			
Target version:			
Description			
Hi!			
3D models are break in 2.1.x version. They are rendered as a 2D planes (look at the Player weapon on top and the monsters at the floor)			
They work very well in 2.0.0			
My sistem:			
Debian GNU/Linux Testing			
Doomsday - official packages from the download section			
3D info:			
Intel integrated GPU - Mesa DRI Intel Haswell			
Version - 3.0 Mesa 18.1.9			
The Heretic and Hexen 3D models works totally fine.			
Thanks a lot.			

History

#1 - 2018-12-24 19:10 - jesusda

In addition, I sent you a screenshot of the Main Menu. The options are not correct rendered when not selected. They are rendered as black while in Doomsday 2.0 they work as fine.

#2 - 2018-12-30 16:30 - skyjake

This might be explained by incompatibility with your OpenGL driver. Doomsday 2.1 requires OpenGL 3.3. Does you graphics driver support it?

#3 - 2018-12-30 21:59 - jesusda

skyjake wrote:

This might be explained by incompatibility with your OpenGL driver. Doomsday 2.1 requires OpenGL 3.3. Does you graphics driver support it?

I think yes:

\$ → glxinfo | grep OpenGL
OpenGL vendor string: Intel Open Source Technology Center
OpenGL renderer string: Mesa DRI Intel(R) Haswell Desktop
OpenGL core profile version string: 4.5 (Core Profile) Mesa 18.1.9
OpenGL core profile shading language version string: 4.50
OpenGL core profile context flags: (none)
OpenGL core profile profile mask: core profile
OpenGL core profile extensions:
OpenGL version string: 3.0 Mesa 18.1.9
OpenGL shading language version string: 1.30
OpenGL context flags: (none)
OpenGL extensions:
OpenGL ES profile version string: OpenGL ES 3.1 Mesa 18.1.9
OpenGL ES profile shading language version string: OpenGL ES GLSL ES 3.10

The "core profile" is 4.5, but "version string" is 3.0.

Is this correct?

Thanks a lot!

#4 - 2018-12-30 22:10 - skyjake

According to that information, OpenGL 3.3 Core Profile (that is used by Doomsday 2.1) should be supported, yes.

Another possible issue could be the locale settings. Does anything change if you start doomsday with the LC_NUMERIC=C environment variable?

#5 - 2018-12-31 01:25 - jesusda

- *File Captura de pantalla_2018-12-31_00-23-46.png added*

skyjake wrote:

According to that information, OpenGL 3.3 Core Profile (that is used by Doomsday 2.1) should be supported, yes.

Another possible issue could be the locale settings. Does anything change if you start doomsday with the LC_NUMERIC=C environment variable?

Doing some testing:

With doomsday 2.0 the problem appears in some 3d objects (see the screenshot).
I'll try with latest version and I'll tell you.

#6 - 2018-12-31 11:08 - jesusda

- *File doom1-000.png added*

jesusda wrote:

skyjake wrote:

According to that information, OpenGL 3.3 Core Profile (that is used by Doomsday 2.1) should be supported, yes.

Another possible issue could be the locale settings. Does anything change if you start doomsday with the LC_NUMERIC=C environment variable?

With LC_NUMERIC=C and Doomsday 2.1.1 all works fine!
Thanks a lot Skyjake!!!

#7 - 2018-12-31 11:19 - jesusda

- *File heretic-000.png added*

... but sadly, HERETIC and HEXEN now fails!!!

:_(

How can be this possible?

#8 - 2018-12-31 11:34 - jesusda

- *File heretic-001.png added*

Finally, I think I have the solution:

+ LC_NUMERIC=C
+ Doomsday 2.1.1
+ CLEAN ALL DATA from ~/.doomsday/runtime/configs

Finally, all work as expected!

Thanks a lot!

#9 - 2019-01-04 13:31 - skyjake

- *Subject changed from 3D Doom and Doom II models break in doomsday 2.1.x to 3D Doom and Doom II models break in doomsday 2.1.x (env LC_NUMERIC)*

#10 - 2019-10-14 10:29 - skyjake
- Status changed from New to Closed

Files			
doom1-000.png	1.25 MB	2018-12-24	jesusda
doom1-001.png	1.36 MB	2018-12-24	jesusda
Captura de pantalla_2018-12-31_00-23-46.png	689 KB	2018-12-31	jesusda
doom1-000.png	1.19 MB	2018-12-31	jesusda
heretic-000.png	961 KB	2018-12-31	jesusda
heretic-001.png	1.14 MB	2018-12-31	jesusda