

Doomsday Engine - Bug #2401

"cubeshot" does not render views for all directions

2020-01-16 13:43 - skyjake

Status:	Closed	Start date:	2020-01-16
Priority:	Normal	% Done:	100%
Assignee:	skyjake		
Category:	Regression		
Target version:	2.2.2		
Description			
It appears the "cubeshot" command is broken. Only one of the views is rendered into the output image.			
Could be an issue with the viewports/projection.			

Associated revisions

Revision 931c557f - 2020-01-16 17:33 - skyjake

Renderer: Workaround for cubeshot issue

Why is it necessary to reinitialize the framebuffer between faces?

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Revision e2aa0647 - 2020-01-16 20:29 - skyjake

Renderer: Better workaround for cubeshot

Resetting the full GLState for each cube face works, but this still means that somewhere during rendering the frame the state is being improperly manipulated.

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Revision c8bc9e12 - 2020-01-17 13:13 - skyjake

Renderer: Better workaround for cubeshot

Resetting the full GLState for each cube face works, but this still means that somewhere during rendering the frame the state is being improperly manipulated.

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History

#1 - 2020-01-16 19:53 - skyjake

- % Done changed from 0 to 50

Got a workaround, but the real cause should be investigated.

#2 - 2020-01-16 20:30 - skyjake

- % Done changed from 50 to 70

#3 - 2020-01-17 07:26 - skyjake

- Target version changed from 2.3.x to 2.2.2

#4 - 2020-01-17 07:27 - skyjake

- Status changed from In Progress to Resolved

- % Done changed from 70 to 100

Marking as resolved, although might be worth finding out later where the GL state is being mismanaged.

#5 - 2020-02-01 17:05 - skyjake

- Status changed from Resolved to Closed