Doomsday Engine - Bug #241

Mac version not launching

2005-07-03 12:22 - normnod

Status:	Closed		**Start date:**	2005-07-03
Priority:	Urgent		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.9.0			

Description

Snowberry doesn't launch Doomsday on Mac. log entry below

Jul 3 12:51:47 nopismo crashdump[2071]: Doomsday crashed
Jul 3 12:51:47 nopismo crashdump[2071]: crash report written to: /
Users/norm/Library/Logs/CrashReporter/Doomsday.crash.log
dyld: Library not loaded: @executable_path/../Frameworks/
SDL.framework/Versions/A/SDL
Referenced from: /Users/norm/Desktop/Doomsday Engine.app/
Contents/Resources/../Doomsday.app/Contents/MacOS/Doomsday
Reason: image not found

Running PowerBook FireWire 2000 (Rage 128 M3 Pro 8Mb) with
G4/550Mhz upgrade. Version 1.8.6 works fine but has some strange
display flickering in menus on 1024x768 so I'm running at 800x600.

Labels: Snowberry

History

#1 - 2005-07-03 14:27 - skyjake

Logged In: YES
user_id=717323

The build script was not working correctly as a result of all the
tweaking after the 1.9.0 upgrade and trying to figure out exactly
where a buffer overflow was occurring.

I've uploaded a new disk image that contains the missing
frameworks. Redownload deng-1.9.0-beta1.dmg.

#2 - 2005-07-03 15:58 - normnod

Logged In: YES
user_id=1306766

Thanks Jaakko that's sorted the problem. Unfortunately the flickering menus
in 1024 x 768 mode are still there on my machine. Just a note ver. 1.9.0
seems a bit slower than the previous version, I know, I know, I have a rubbish
graphics card!

#3 - 2005-07-03 18:04 - skyjake

Logged In: YES
user_id=717323

1.9.0-beta1 is running a bit slower than the previous version,
yes. This is caused by a combination of compiler settings and the
unfinished bias lighting that is currently calculating things that
aren't even used when rend-bias is set to zero.