

Doomsday Engine - Bug #242

No 3D models on Mac

2005-07-03 17:25 - normnod

Status:	Closed	Start date:	2005-07-03
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:	1.9.0-beta1		
Description			
Follow up to khom's post for earlier betas, Snowberry still doesn't utilise 3D models from JDoom Resource pack, log below			
Executable: Version 1.9.0-beta1 Jul 2 2005 (DGL). Parsing configuration files. W_Init: Init WADfiles. W_AddFile: /Applications/Games/Doom/DOOM2.WAD IWAD identification: 00f36acb W_AddFile: Data/Doomsday.wad W_AddFile: Data/jDoom/jDoom.wad IWAD identification: 00056533 W_AddFile: /Users/norm/Library/Application Support/Snowberry/addons/jDRP.ded W_AddFile: /Users/norm/Library/Application Support/Snowberry/addons/jDRP.pk3 W_AddFile: data/jdoom/Auto/AmmoBox.pk3 W_AddFile: data/jdoom/Auto/AmmoClip.pk3 W_AddFile: data/jdoom/Auto/ArachnoShot.pk3 W_AddFile: data/jdoom/Auto/Arachnotron.pk3 W_AddFile: data/jdoom/Auto/ArchVile.pk3 W_AddFile: data/jdoom/Auto/Armor.pk3 W_AddFile: data/jdoom/Auto/Backpack.pk3 W_AddFile: data/jdoom/Auto/BaronFireball.pk3 W_AddFile: data/jdoom/Auto/BaronOfHell.pk3 W_AddFile: data/jdoom/Auto/Barrel.pk3 W_AddFile: data/jdoom/Auto/BerzerkPack.pk3 W_AddFile: data/jdoom/Auto/BFGShot.pk3 W_AddFile: data/jdoom/Auto/BigLamp.pk3 W_AddFile: data/jdoom/Auto/BigStonePillar.pk3 W_AddFile: data/jdoom/Auto/BigTree.pk3 W_AddFile: data/jdoom/Auto/BloodPools.pk3 W_AddFile: data/jdoom/Auto/BossCube.pk3 W_AddFile: data/jdoom/Auto/BrainStem.pk3 W_AddFile: data/jdoom/Auto/Cacodemon.pk3 W_AddFile: data/jdoom/Auto/CacoFireball.pk3 W_AddFile: data/jdoom/Auto/Candelabra.pk3 W_AddFile: data/jdoom/Auto/Candle.pk3 W_AddFile: data/jdoom/Auto/Cell.pk3 W_AddFile: data/jdoom/Auto/CellLarge.pk3 W_AddFile: data/jdoom/Auto/ColonGibs.pk3 W_AddFile: data/jdoom/Auto/ComputerMap.pk3 W_AddFile: data/jdoom/Auto/CyberDemon.pk3 W_AddFile: data/jdoom/Auto/Demon.pk3 W_AddFile: data/jdoom/Auto/EvilEye.pk3 W_AddFile: data/jdoom/Auto/FireCan.pk3 W_AddFile: data/jdoom/Auto/FireStick.pk3 W_AddFile: data/jdoom/Auto/FloatingSkulls.pk3 W_AddFile: data/jdoom/Auto/FormerCommando.pk3 W_AddFile: data/jdoom/Auto/FormerHuman.pk3 W_AddFile: data/jdoom/Auto/FormerSergeant.pk3 W_AddFile: data/jdoom/Auto/GenericModels.pk3 W_AddFile: data/jdoom/Auto/HangByFeet.pk3			

W_AddFile: data/jdoom/Auto/HangingLeg.pk3
W_AddFile: data/jdoom/Auto/HangingLegs.pk3
W_AddFile: data/jdoom/Auto/HangNoBrain.pk3
W_AddFile: data/jdoom/Auto/HangNoGuts.pk3
W_AddFile: data/jdoom/Auto/HangNoLeg.pk3
W_AddFile: data/jdoom/Auto/HangtLookDn.pk3
W_AddFile: data/jdoom/Auto/HangtLookUp.pk3
W_AddFile: data/jdoom/Auto/HangtNoBrain.pk3
W_AddFile: data/jdoom/Auto/HangTorso.pk3
W_AddFile: data/jdoom/Auto/HangtSkull.pk3
W_AddFile: data/jdoom/Auto/HeadCandles.pk3
W_AddFile: data/jdoom/Auto/HeadOnAStick.pk3
W_AddFile: data/jdoom/Auto/HeadsOnStick.pk3
W_AddFile: data/jdoom/Auto/HealthPotion.pk3
W_AddFile: data/jdoom/Auto/HeartPillar.pk3
W_AddFile: data/jdoom/Auto/HellKnight.pk3
W_AddFile: data/jdoom/Auto/HUD-BFG.pk3
W_AddFile: data/jdoom/Auto/HUD-Chaingun.pk3
W_AddFile: data/jdoom/Auto/HUD-Chainsaw.pk3
W_AddFile: data/jdoom/Auto/HUD-Fists.pk3
W_AddFile: data/jdoom/Auto/HUD-Pistol.pk3
W_AddFile: data/jdoom/Auto/HUD-PlasmaRifle.pk3
W_AddFile: data/jdoom/Auto/HUD-RocketLauncher.pk3
W_AddFile: data/jdoom/Auto/HUD-Shotgun.pk3
W_AddFile: data/jdoom/Auto/HUD-SuperShotgun.pk3
W_AddFile: data/jdoom/Auto/Imp.pk3
W_AddFile: data/jdoom/Auto/ImpaledTwitcher.pk3
W_AddFile: data/jdoom/Auto/ImpFireball.pk3
W_AddFile: data/jdoom/Auto/Invisibility.pk3
W_AddFile: data/jdoom/Auto/Invulnerability.pk3
W_AddFile: data/jdoom/Auto/Keen.pk3
W_AddFile: data/jdoom/Auto/KeyCards.pk3
W_AddFile: data/jdoom/Auto/LightGoggles.pk3
W_AddFile: data/jdoom/Auto/LightMaps.pk3
W_AddFile: data/jdoom/Auto/LostSoul.pk3
W_AddFile: data/jdoom/Auto/MancFireball.pk3
W_AddFile: data/jdoom/Auto/Mancubus.pk3
W_AddFile: data/jdoom/Auto/Medikit.pk3
W_AddFile: data/jdoom/Auto/MediumLamp.pk3
W_AddFile: data/jdoom/Auto/MegaSphere.pk3
W_AddFile: data/jdoom/Auto/MiscFX.pk3
W_AddFile: data/jdoom/Auto/PainElemental.pk3
W_AddFile: data/jdoom/Auto/Particles.pk3
W_AddFile: data/jdoom/Auto/PlasmaShot.pk3
W_AddFile: data/jdoom/Auto/Player.pk3
W_AddFile: data/jdoom/Auto/PRocket.pk3
W_AddFile: data/jdoom/Auto/RadiationSuit.pk3
W_AddFile: data/jdoom/Auto/Revenant.pk3
W_AddFile: data/jdoom/Auto/RevRocket.pk3
W_AddFile: data/jdoom/Auto/Rocket.pk3
W_AddFile: data/jdoom/Auto/RocketBox.pk3
W_AddFile: data/jdoom/Auto/ShellBox.pk3
W_AddFile: data/jdoom/Auto/Shells.pk3
W_AddFile: data/jdoom/Auto/ShineMaps.pk3
W_AddFile: data/jdoom/Auto/SkullKeys.pk3
W_AddFile: data/jdoom/Auto/SkullPillar.pk3
W_AddFile: data/jdoom/Auto/SmallLamp.pk3
W_AddFile: data/jdoom/Auto/SoulSphere.pk3
W_AddFile: data/jdoom/Auto/Spectre.pk3
W_AddFile: data/jdoom/Auto/SpiderMastermind.pk3
W_AddFile: data/jdoom/Auto/SpinalColumn.pk3
W_AddFile: data/jdoom/Auto/SpiritualArmor.pk3
W_AddFile: data/jdoom/Auto/SSSoldier.pk3
W_AddFile: data/jdoom/Auto/Stalag.pk3
W_AddFile: data/jdoom/Auto/Stalagmite.pk3
W_AddFile: data/jdoom/Auto/Stimpack.pk3
W_AddFile: data/jdoom/Auto/StonePillar.pk3

W_AddFile: data/jdoom/Auto/TallTorch.pk3
W_AddFile: data/jdoom/Auto/TechPillar.pk3
W_AddFile: data/jdoom/Auto/Tree.pk3
W_AddFile: data/jdoom/Auto/W-BFG.pk3
W_AddFile: data/jdoom/Auto/W-Chaingun.pk3
W_AddFile: data/jdoom/Auto/W-Chainsaw.pk3
W_AddFile: data/jdoom/Auto/W-PlasmaRifle.pk3
W_AddFile: data/jdoom/Auto/W-RocketLauncher.pk3
W_AddFile: data/jdoom/Auto/W-Shotgun.pk3
W_AddFile: data/jdoom/Auto/W-SuperShotgun.pk3
Reading definition file: Defs/Doomsday.ded
Reading definition file: Defs/jDoom/jDoom.ded
138 sprite names
974 states
140 things
8 lights
112 sound effects
68 songs
359 text strings
27 particle generators
22 animation groups
51 surface decorations
69 map infos
12 finales
Sys_Init: Setting up machine state.
Sys_Init: Initializing keyboard, mouse and joystick.
I_InitJoystick: No joysticks found
Sys_InitTimer.
Sfx_Init: Initializing SDL_mixer...
Sfx_InitChannels: 16 channels.
S_Init: OK.
R_Init: Init the refresh daemon.
R_InitModels: Initializing MD2 models.
R_InitModels: Done in 0.00 seconds.

As before R_InitModels in no seconds and no 3D, am I doing something wrong?

Labels: Snowberry

History

#1 - 2006-02-22 05:11 - danij

Logged In: YES
user_id=849456

This isn't actually a bug. Its a flaw in the way that jDRP 1.01 was put together.

This issue can be circumvented by using a Snowberry Addon, Manifest.

#2 - 2006-02-22 10:42 - normnod

Logged In: YES
user_id=1306766

Result of manifest insertion is no start on 10.4.5, see below

Traceback (most recent call last):
File "/Applications/Games/Doom/Doomsday Engine.app/Contents/Resources/__boot__.py", line 31, in ?
run('snowberry.py')
File "/Applications/Games/Doom/Doomsday Engine.app/Contents/Resources/_boot__.py", line 28, in _run
execfile(path, globals(), globals())
File "/Applications/Games/Doom/Doomsday Engine.app/Contents/Resources/snowberry.py", line 26, in ?
import language, ui, plugins, profiles
File "ui.pyo", line 39, in ?

File "widgets.pyo", line 37, in ?
File "addons.pyo", line 1521, in ?
File "addons.pyo", line 1307, in loadManifest
File "addons.pyo", line 386, in parseConfiguration
File "cfparser.pyo", line 316, in get
File "cfparser.pyo", line 342, in parseElement
File "cfparser.pyo", line 442, in parseBlockElement
File "cfparser.pyo", line 342, in parseElement
File "cfparser.pyo", line 432, in parseBlockElement
File "cfparser.pyo", line 279, in nextToken
EOFError: out of tokens
2006-02-22 10:35:15.562 Doomsday Engine⁴³⁹ Doomsday Engine
Error
2006-02-22 10:35:15.563 Doomsday Engine⁴³⁹ An unexpected
error has occurred during execution of the main script

EOFError: out of tokens

Allowed Snowberry to install manifest as posted at deng
resources, installs in Manifests folder but prevent
launching next time AND it didn't load the 3D models anyway!