

Doomsday Engine - Bug #244

Bias Grid Lock Up

2005-07-11 16:32 - normnod

Status: Closed	Start date: 2005-07-11
Priority: Urgent	% Done: 100%
Assignee: skyjake	
Category:	
Target version: 1.9.0-beta1	
Description	
<p>Game locks up half way through loading Phobos Anomaly in Ultimate Doom - this is a repeatable problem. This is the console output at the point I force quit it (had been stopped for a couple of minutes)</p> <p>SetupLevel: E1M8 (GL data found) GL_VERT v2.0 LG_Init: 214 x 231 grid (593208 bytes). Sector 0: 94 / 96 Sector 1: 474 / 150 Sector 2: 80 / 88 Sector 3: 60 / 80 Sector 4: 40 / 68 Sector 5: 40 / 68 Sector 6: 50 / 76 Sector 7: 50 / 76 Sector 8: 50 / 76 Sector 9: 90 / 92 Sector 10: 50 / 76 Sector 11: 40 / 68 Sector 12: 40 / 68 Sector 13: 40 / 68 Sector 14: 40 / 68 Sector 15: 40 / 68 Sector 16: 40 / 68 Sector 17: 40 / 68 Sector 18: 90 / 92 Sector 19: 40 / 68 Sector 20: 0 / 0 Sector 21: 40 / 68 Sector 22: 40 / 68 Sector 23: 40 / 68 Sector 24: 36 / 64 Sector 25: 0 / 0 Sector 26: 623 / 292 Sector 27: 124 / 116 Sector 28: 60 / 80</p>	
Labels: Graphics	
Related issues:	
Related to Feature #2197: Remove the 'Bias' volumetric lighting system and th...	Closed 2017-02-06

History

#1 - 2005-07-11 16:53 - skyjake

Logged In: YES
user_id=717323

Workaround: set the cvar rend-bias-grid to zero.

This is actually not a lock up. It just takes a very long time for the bias grid to be initialized. Same problem on all platforms.

This will be fixed in future versions, though, no doubt about that.

#2 - 2006-05-11 11:40 - danij

Logged In: YES
user_id=849456

Well, not to mention that PAR: Phobos Anomaly couldn't be loaded in 1.9.0-beta1 anyway due to the fact that this PWAD required a port with extended map data limits.

Furthermore PAR requires a BOOM compatible port. So until BOOM support is implemented completely it won't work correctly anyway (even though it can now be loaded with the current code in SVN for 1.9.0-beta4).

I believe the lightgrid issue is now resolved so I'm closing this bug.

#3 - 2017-02-06 14:13 - skyjake

- *Related to Feature #2197: Remove the 'Bias' volumetric lighting system and the Bias light source editor ("bledit") added*