

Doomsday Engine - Bug #2454

Map geometry is garbled in 2.3.X on Fedora 33

2021-03-20 14:05 - vvv

Status:	New	Start date:	2021-03-20
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:			
Target version:	2.3.x		
Description			
doomsday-2.3.1-1.x86_64.rpm from https://dengine.net/linux isn't playable due to problem with level geometry. This applies to all maps of all games. The same problem with doomsday-2.3.0-1.x86_64.rpm too. But 2.2.2 and older work fine. My OS is Fedora 33. Video driver is nvidia 460.56.			

History

#1 - 2021-03-23 10:45 - thesourcehim

This is duplicate of [#2376](#). This is possibly due to older compiler in Fedora 23 where those rpm packages are built. You have to build from source code yourself under Fedora 33, that's what I do.

Files

1.png	286 KB	2021-03-20	vvv
2.png	258 KB	2021-03-20	vvv