

Doomsday Engine - Bug #2468

build with openGL ES (-DDENG_OPENGL_API=GLES3) is broken

2022-01-03 09:39 - guillaume_g

Status:	New	Start date:	2022-01-03
Priority:	Normal	% Done:	0%
Assignee:	Deng Team		
Category:	Regression		
Target version:			
Description			
Since the update from 2.2.2 to 2.3.1, the build with openGL ES (-DDENG_OPENGL_API=GLES3) is broken.			
2.3.3 currently fails with:			
<pre>[422s] [97%] Building CXX object apps/client/CMakeFiles/client.dir/src_render_fx_turbo.cpp.o [422s] cd /home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/build/apps/client && /usr/bin/c++ -DDENG_64BIT_HOST=1 -DDENG_BASE_DIR=\"/usr/share/doomsday\" -DDENG_HAVE_UPDATER -DDENG_LIBRARY_DIR=\"/usr/lib64/doomsday\" -DDENG_NO_FIXED_ASM=1 -DDENG_OPENGL_ES=30 -DDENG_PLATFORM_ID=\"source\" -DDENG_STABLE=1 -DDENG_X11 -DQT_CORE_LIB -DQT_GUI_LIB -DQT_NETWORK_LIB -DQT_NO_DEBUG -DQT_OPENGL_EXTENSIONS_LIB -DQT_OPENGL_LIB -DQT_WIDGETS_LIB -DUNIX=1 -D_GNU_SOURCE=1 -D__64BIT__=1 -D__CLIENT__=1 -D__DOOMSDAY__=1 -D__USE_BSD -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/build/apps/client -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/build/apps/client/client_autogen/include -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/apps/client/include -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/apps/api -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/apps/client/include/unix -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/sdk/libappfw/include -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/sdk/libcore/include -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/sdk/libgui/include -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/sdk/libshell/include -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/apps/libdoomsday/include -I/home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/sdk/liblegacy/include -isystem /usr/include/qt5 -isystem /usr/include/qt5/QtCore -isystem /usr/lib64/qt5/mkspecs/linux-g++ -isystem /usr/include/qt5/QtNetwork -isystem /usr/include/qt5/QtGui -isystem /usr/include/qt5/QtOpenGLExtensions -isystem /usr/include/qt5/QtWidgets -isystem /usr/include/qt5/QtOpenGL -mbranch-protection=standard -O2 -Wall -D_FORTIFY_SOURCE=2 -fstack-protector-strong -funwind-tables -fasynchronous-unwind-tables -fstack-clash-protection -Werror=return-type -flto=auto -g -DNDEBUG -std=c++11 -Wno-deprecated-copy -Wno-class-memaccess -Wno-address-of-packed-member -O2 -g -DNDEBUG -DDENG_NO_RANGECHECKING -fno-tree-fre -Wall -Wextra -Wno-deprecated-declarations -Wno-missing-field-initializers -I/usr/include/SDL2 -D_REENTRANT -fPIC -std=gnu++11 -MD -MT apps/client/CMakeFiles/client.dir/src_render_fx_turbo.cpp.o -MF CMakeFiles/client.dir/src_render_fx_turbo.cpp.o.d -o CMakeFiles/client.dir/src_render_fx_turbo.cpp.o -c /home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/build/apps/client/src_render_fx_turbo.cpp [422s] /home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/build/apps/client/src_render_fx_turbo.cpp: In member function 'virtual void fx::Ramp::draw()': [422s] /home/abuild/rpmbuild/BUILD/Doomsday-Engine-2.3.1/doomsday/build/apps/client/src_render_fx_turbo.cpp:744:21: error: 'NV_texture_barrier' is not a member of 'de::GLInfo' [422s] 744 GLInfo::NV_texture_barrier()->glTextureBarrierNV(); [422s] ^~ [422s] make[2]: *** [apps/client/CMakeFiles/client.dir/build.make:736: apps/client/CMakeFiles/client.dir/src_render_fx_turbo.cpp.o] Error 1</pre>			
This is from openSUSE Tumbleweed for aarch64.			

History

#1 - 2022-02-02 10:14 - thesourcehim

That's probably because doomsday does not use GLES. You can select GLES in cmake config but there's no actual code.