

Doomsday Engine - Bug #275

Model skins not rendered in D3D

2006-04-14 00:42 - xbolt

Status:	Closed	Start date:	2006-04-14
Priority:	Normal	% Done:	100%
Assignee:			
Category:			
Target version:			
Description			
In 1.9.0 beta3 jHeretic/jHexen, some of the model skins are not rendered in Direct3D mode. But they are in OpenGL. I have Windows XP and a 256MB ATI Radeon X850 XT Platinum Edition video card. I have included a screenshot. Here is my Doomsday.out for jHeretic: Con_Init: Initializing the console. SW_Init: Startup message window opened. Executable: Version 1.9.0-beta3 Oct 16 2005 (DGL). Parsing configuration files. W_Init: Init WADfiles. W_AddFile: Data\jHeretic\HERETIC.WAD IWAD identification: 00ea102d W_AddFile: Data\Doomsday.wad W_AddFile: Data\jHeretic\jHeretic.wad IWAD identification: 000524f9 W_AddFile: Data\jHeretic\Auto\UjhrpFull.pk3 W_AddFile: Data\jHeretic\Auto\jHUI.pk3.zip Reading definition file: Defs\Doomsday.ded Reading definition file: Defs\jHeretic\jHeretic.ded 128 sprite names 1223 states 161 things 988 models 12 lights 142 sound effects 51 songs 164 text strings 58 particle generators 8 animation groups 4 surface decorations 49 map infos 6 finales Sys_Init: Setting up machine state. Sys_Init: Initializing keyboard, mouse and joystick. Sys_InitTimer. Sys_InitMixer: SB Audigy 2 ZS Audio [C8C0] Sfx_Init: Initializing DirectSound... DS_DSoundInit: EAX initialized. Sfx_InitChannels: 16 channels. DM_WinMusInit: 5 MIDI-Out devices present. DM_WinMusInit: MIDI initialized. S_Init: OK. R_Init: Init the refresh daemon. R_InitModels: Initializing MD2 models. R_InitModels: Done in 0.29 seconds. Net_InitGame: Initializing game data.			

GL_Init: Initializing Doomsday Graphics Library.
DG_Init: Direct3D 8.1.
Direct3D information:
Driver: ati2dvag.dll
Description: RADEON X850 XT Platinum Edition
Texture units: 2
Texture blending stages: 8
Modulate2X: OK
MultiplyAdd: OK
BlendFactorAlpha: OK
Maximum texture size: 2048 x 2048
Maximum texture aspect ratio: 1:2048
Maximum anisotropy: 16
Multitexturing enabled (full).
Con_StartupInit: Init startup screen.

jHeretic Version 1.4.0-beta3 Oct 16 2005 (Doomsday)

P_Init: Init Playloop state.
HU_Init: Setting up heads up display.
ST_Init: Loading patches.
MN_Init: Init menu system.
SetupLevel: E1M1
SetupLevel: E1M1 (GL data found)
GL_VERT v2.0
LG_Init: 99 x 119 grid (141372 bytes).
P_SpawnPlayer: spawning player 0, col=0.
P_SpawnPlayer: spawning player 0, col=0.

E1M1: The Docks
Author: Raven Software

DG_Shutdown: Shutting down Direct3D...

Labels: Direct3D Renderer

History

#1 - 2006-04-14 00:42 - xbolt

Screenshot of the problem

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/86d29051/b885/attachment/noskin.JPG

#2 - 2006-04-18 21:37 - danij

Logged In: YES
user_id=849456

This is an ATI driver issue/incompatibility with Direct3D.
Multitexturing for shiny textures is not currently working correctly. For now - multitexturing must be disabled for shiny textures.

Go into the Doomsday Control Panel (shift+Esc), select the textures tab and disable multitexturing for shiny textures by clicking on the "Shine" button.

#3 - 2006-10-23 20:29 - danij

Logged In: YES
user_id=849456

Is this now fixed in the latest version?

#4 - 2006-11-09 03:23 - xbolt

Logged In: YES
user_id=1414081

Yes, it is.