Doomsday Engine - Bug #401

Strange bug when water is visible

2007-01-17 23:46 - guntherdw

Status:	Closed	**Start date:**	2007-01-17
Priority:	Normal	**% Done:**	100%
Assignee:			
Category:			
Target version:	1.9.0-beta5		

Description

I've uploaded a zip file containing a few screenshot (it's hard to capture) http://guntherdw.be/private/media/flashes.zip (yeah sorry about the filesize, a few png's of 1.1MB each sure eat up the megs ^^)

this only seems to be happening when there is 'water' visible on the screen, it seems to flash on the water surface very rapidly, and sometimes even on the walls.

It's not a CPU or a GPU bug, the temperatures are WAY below dangerous levels (42°C, 55°C)

haven't tested this with another 'changing' texture tho.

Labels: OpenGL Renderer

History

#1 - 2007-01-17 23:55 - guntherdw

Logged In: YES
user_id=895459
Originator: YES

hmm, seems to be happening in heretic as well
http://guntherdw.be/doom/heretic-ext-023.png
(check a little bit to the elven wand)

#2 - 2007-01-18 02:17 - danij

Logged In: YES
user_id=849456
Originator: NO

Please do not assign work. The deng team will delegate work accordingly.

#3 - 2007-01-18 15:48 - guntherdw

Logged In: YES
user_id=895459
Originator: YES

turning off rend-tex-anim-smooth seems to do the trick
pity tho (and no i don't have an ATI card)

#4 - 2007-01-19 22:50 - guntherdw

Logged In: YES
user_id=895459
Originator: YES

seems is yelled too soon, it didn't do anything but hide the problem a bit more :(

#5 - 2007-01-21 17:38 - guntherdw

Logged In: YES
user_id=895459
Originator: YES

hmm, when quake3 started to act suspicious i was thinking that it maybie could be the GFX card
i removed all the screws holding the HS, and there was like half a KG of dust on there :o

it's running perfectly now
sorry for probs :)