

Doomsday Engine - Bug #645

Fatal error "R_InitSprites: No patches found" (unknown IWAD)

2009-03-21 14:20 - yamakuzure

Status: Rejected	Start date: 2009-03-21
Priority: Lowest	% Done: 0%
Assignee:	
Category: Defect	
Target version:	
Description	
<p>When starting the current doomsday release with the original DoomII wad (copied from original CD), it can not be started. It is the only Doom Version I own, so I can not test anything else.</p> <p>I tried adding jDRP with no difference.</p> <p>AMD AthlonXP 2700+, 2048MB Ram, nVidia GeForce 7600GS 8xAGP, Windows XP Professional.</p> <p>The output is:</p> <p>~~~</p> <p>Z_Create: New 32.0 MB memory volume. Con_Init: Initializing the console. Executable: Version 1.9.0-beta6 Feb 25 2009 (DGL). Sys_InitWindowManager: Using Win32 window management. Z_Create: New 32.0 MB memory volume. createContext: OpenGL. OpenGL information: Vendor: NVIDIA Corporation Renderer: GeForce 7600 GS/AGP/SSE/3DNOW! Version: 2.1.2 GLU Version: 1.2.2.0 Microsoft Corporation Available Texture units: 4 Maximum Texture Size: 4096 Maximum Anisotropy: 16 Num Texture Formats: 3 Line Width Granularity: 0.1 Line Width Range: 0.5...10.0 Extensions: GL_ARB_color_buffer_float GL_ARB_depth_texture GL_ARB_draw_buffers GL_ARB_fragment_program GL_ARB_fragment_program_shadow GL_ARB_fragment_shader GL_ARB_half_float_pixel GL_ARB_half_float_vertex GL_ARB_framebuffer_object GL_ARB_imaging GL_ARB_map_buffer_range GL_ARB_multisample GL_ARB_multitexture GL_ARB_occlusion_query GL_ARB_pixel_buffer_object GL_ARB_point_parameters GL_ARB_point_sprite GL_ARB_shadow GL_ARB_shader_objects GL_ARB_shading_language_100 GL_ARB_texture_border_clamp GL_ARB_texture_compression GL_ARB_texture_cube_map GL_ARB_texture_env_add GL_ARB_texture_env_combine GL_ARB_texture_env_dot3 GL_ARB_texture_float GL_ARB_texture_mirrored_repeat GL_ARB_texture_non_power_of_two GL_ARB_texture_rectangle GL_ARB_transpose_matrix GL_ARB_vertex_array_object GL_ARB_vertex_buffer_object GL_ARB_vertex_program GL_ARB_vertex_shader GL_ARB_window_pos GL_ATI_draw_buffers GL_ATI_texture_float GL_ATI_texture_mirror_once GL_S3_s3tc GL_EXT_texture_env_add GL_EXT_abgr GL_EXT_bgra GL_EXT_blend_color GL_EXT_blend_equation_separate GL_EXT_blend_func_separate GL_EXT_blend_minmax GL_EXT_blend_subtract</p>	

GL_EXT_compiled_vertex_array GL_EXT_Cg_shader
 GL_EXT_depth_bounds_test GL_EXT_direct_state_access
 GL_EXT_draw_range_elements GL_EXT_fog_coord
 GL_EXT_framebuffer_blit GL_EXT_framebuffer_multisample
 GL_EXT_framebuffer_object GL_EXT_gpu_program_parameters
 GL_EXT_multi_draw_arrays GL_EXT_packed_depth_stencil
 GL_EXT_packed_pixels GL_EXT_pixel_buffer_object
 GL_EXT_point_parameters GL_EXT_rescale_normal
 GL_EXT_secondary_color GL_EXT_separate_specular_color
 GL_EXT_shadow_funcs GL_EXT_stencil_two_side
 GL_EXT_stencil_wrap GL_EXT_texture3D
 GL_EXT_texture_compression_s3t GL_EXT_texture_cube_map
 GL_EXT_texture_edge_clamp GL_EXT_texture_env_combine
 GL_EXT_texture_env_dot3 GL_EXT_texture_filter_anisotro
 GL_EXT_texture_lod GL_EXT_texture_lod_bias
 GL_EXT_texture_mirror_clamp GL_EXT_texture_object
 GL_EXT_texture_sRGB GL_EXT_texture_swizzle
 GL_EXT_timer_query GL_EXT_vertex_array
 GL_EXT_vertex_array_bgra GL_IBM_rasterpos_clip
 GL_IBM_texture_mirrored_repeat GL_KTX_buffer_region
 GL_NV_blend_square GL_NV_copy_depth_to_color
 GL_NV_depth_clamp GL_NV_fence
 GL_NV_float_buffer GL_NV_fog_distance
 GL_NV_fragment_program GL_NV_fragment_program_option
 GL_NV_fragment_program2 GL_NV_framebuffer_multisample_
 GL_NV_half_float GL_NV_light_max_exponent
 GL_NV_multisample_filter_hint GL_NV_occlusion_query
 GL_NV_packed_depth_stencil GL_NV_pixel_data_range
 GL_NV_point_sprite GL_NV_primitive_restart
 GL_NV_register_combiners GL_NV_register_combiners2
 GL_NV_texgen_reflection GL_NV_texture_compression_vtc
 GL_NV_texture_env_combine4 GL_NV_texture_expand_normal
 GL_NV_texture_rectangle GL_NV_texture_shader
 GL_NV_texture_shader2 GL_NV_texture_shader3
 GL_NV_vertex_array_range GL_NV_vertex_array_range2
 GL_NV_vertex_program GL_NV_vertex_program1_1
 GL_NV_vertex_program2 GL_NV_vertex_program2_option
 GL_NV_vertex_program3 GL_NVX_conditional_render
 GL_SGIS_generate_mipmap GL_SGIS_texture_lod
 GL_SGIX_depth_texture GL_SGIX_shadow
 GL_SUN_slice_accum GL_WIN_swap_hint
 WGL_EXT_swap_control
 Extensions (WGL):
 WGL_ARB_buffer_region WGL_ARB_extensions_string
 WGL_ARB_make_current_read WGL_ARB_multisample
 WGL_ARB_pbuffer WGL_ARB_pixel_format
 WGL_ARB_pixel_format_float WGL_ARB_render_texture
 WGL_ATI_pixel_format_float WGL_EXT_extensions_string
 WGL_EXT_swap_control WGL_NV_float_buffer
 WGL_NV_render_depth_texture WGL_NV_render_texture_rectangl
 DGL Configuration:
 NPOT Textures: Disabled
 Texture Compression: Enabled
 Variable Texture Anisotropy: Enabled
 Utilized Texture Units: 2
 Multisampling: Enabled (32)
 GL_Init: Initializing Doomsday Graphics Library.
 Multitexturing enabled (full).
 Sys_Init: Setting up machine state.
 Sys_Init: Initializing keyboard, mouse and joystick.
 Sys_InitTimer.
 Sys_InitMixer: NVIDIA nForce(TM) Audio
 Driver: DirectSound
 DS_Init(DirectSound): EAX couldn't be initialized. [Result = 0x80004005]
 DSP: None
 Sfx_Init: Initializing...
 Sfx_InitChannels: 32 channels.

S_Init: OK.
Parsing configuration files.
W_Init: Init WADfiles.
W_AddFile: data\doomsday.pk3
W_AddFile: data\jdoom\jdoom.pk3
W_AddFile: P:\Doomsday\doom2\DOOM2.WAD
IWAD identification: 00ee509a
W_AddFile: data\jdoom\auto\basedata\fonta033.lmp
W_AddFile: data\jdoom\auto\basedata\fonta034.lmp
W_AddFile: data\jdoom\auto\basedata\fonta035.lmp
W_AddFile: data\jdoom\auto\basedata\fonta036.lmp
W_AddFile: data\jdoom\auto\basedata\fonta037.lmp
W_AddFile: data\jdoom\auto\basedata\fonta038.lmp
W_AddFile: data\jdoom\auto\basedata\fonta039.lmp
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W_AddFile: data\jdoom\auto\basedata\fonta081.lmp
W_AddFile: data\jdoom\auto\basedata\fonta082.lmp
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W_AddFile: data\jdoom\auto\basedata\fonta092.lmp

IdentifyVersion: DOOM version unknown.

- Important data might be missing! **

Reading definition file: defs\doomsday.ded

Reading definition file: defs\jdoom\jdoom.ded

Definitions:

138 sprite names

974 states

140 things

8 lights

112 sound effects

33 songs

365 text strings

27 particle generators

18 animation groups

49 surface decorations

23 surface materials

10 map infos

1 skies

6 finales

B_Init: Init bindings.

Binding 2 created.

Binding 4 created.

Binding 6 created.

Binding 8 created.

Binding 9 created.

Binding 10 created.

Binding 11 created.

Binding 13 created.

Binding 14 created.

Binding 15 created.

Binding 16 created.

Binding 18 created.

Binding 19 created.

Binding 20 created.

Binding 21 created.

Binding 22 created.

Binding 23 created.

Binding 25 created.

Binding 26 created.

Binding 28 created.

Binding 29 created.

Binding 30 created.

Binding 31 created.

Binding 32 created.

Binding 33 created.

Binding 34 created.

Binding 35 created.

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Binding 37 created.

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Binding 121 created.
Binding 122 created.
Binding 123 created.

Binding 124 created.
Binding 125 created.
Binding 126 created.
Binding 127 created.
Binding 128 created.
Binding 129 created.
Binding 130 created.
Binding 131 created.
Binding 132 created.
Binding 133 created.
Binding 134 created.
R_Init: Init the refresh daemon.
R_InitSprites: No patches found for VILE frame A.
~..

Labels: Doom

Related issues:

Related to Feature #1458: Handling obsolete IWADs

Closed

2007-10-06

History

#1 - 2009-03-21 15:40 - danij

Doomsday is reporting that it cannot identify the version of the IWAD you are using.

Please try copying the WAD file again and see if that resolves the problem.

#2 - 2009-03-23 12:57 - yamakuzure

No, it did not make any change. I will try the original installer from the cd and then configure doomsday to use that directory. Maybe something else is missing?

#3 - 2009-03-25 15:41 - yamakuzure

Nope, no difference.

This is a CD Version of DoomII from 1994. **sigh** Maybe that is the problem?

#4 - 2009-03-25 15:50 - skyjake

I think the problem may simply be that the IWAD in question is too old for our fancy detection algorithm. If DaniJ or I can get a hold of that version of the IWAD, it should be a simple enough matter to set up the detection to handle it, too. (Barring that the IWAD is missing some critical data, of course.)

Fortunately the algorithm can be overridden. Yamakuzure, try starting the game with the "-doom2" command line option. That will force it to start in Doom 2 mode.

Could you also please start the game with the "-dumpwaddir" option and attach the resulting output from doomsday.out to this bug report. The wad directory will be helpful for determining which lumps should be used for making the detection.

#5 - 2009-03-30 12:02 - yamakuzure

Yes and no.

The DOOM2.WAD comes from a CD published by GT Interactive (Exclusively for germany). It does not copy the whole wad to the hard drive when installing, but a small 1.4 MB wad. I guess doom used this wad to read the paths to the doom2.wad on the cd, which then doesn't need an own header. (Or something like that making an identification impossible)

I got a regular doom2.wad from a friend who had a non-german version lying around, which works.

...only thing is that I can't get any music, no matter what I try, and "Master Levels" crash on Map 2 with a segmentation fault. But thats not related to this bug. ;)

#6 - 2009-03-30 19:42 - danij

Thanks for the information. We'll need to try and get hold of this version so that we can determine how best to support it. I'm rather puzzled about the missing Archvile patch.

#7 - 2012-03-02 13:24 - skyjake

Does the ringzero resource validity checks address this at all?

#8 - 2012-03-02 18:53 - danij

No, the logic is the same as are the lists of lumps used to validate the IWADs. We still need a copy of this IWAD to determine which lumps we can use to include it in the validation.

#9 - 2012-08-27 20:26 - danij

- **labels:** jDoom --> Doom
- Description has changed:

Diff:

```
--  
  
--- old  
++ new  
@ -5.7 +5.7 @  
AMD AthlonXP 2700, 2048MB Ram, nVidia GeForce 7600GS 8xAGP, Windows XP Professional.
```

The output is:

```
-  
~  
Z Create: New 32.0 MB memory volume.  
Con_Init: Initializing the console.  
Executable: Version 1.9.0-beta6 Feb 25 2009 (DGL).  
@ -396,3 +396,4 @  
Binding 134 created.  
R_Init: Init the refresh daemon.  
R_InitSprites: No patches found for VILE frame A.  
~  
~
```

- Description has changed:

Diff:

```
--  
  
--- old  
++ new  
@ -5.6 +5.7 @  
AMD AthlonXP 2700, 2048MB Ram, nVidia GeForce 7600GS 8xAGP, Windows XP Professional.
```

The output is:

```
+  
~  
Z_Create: New 32.0 MB memory volume.  
Con_Init: Initializing the console.  
~  
~
```

#10 - 2013-10-22 18:47 - skyjake

- Subject changed from [Unknown IWAD] Fatal Error "R_InitSprites: No patches found" to Fatal error "R_InitSprites: No patches found" (unknown IWAD)
- Category set to Defect
- Status changed from New to Rejected
- Target version deleted (1.9.0-beta6)

Closing this; the matter should be dealt with in feature [#1458](#).