Doomsday Engine - Bug #989

[Dedicated] Server fatal error due to GL texture manager

2012-03-02 11:20 - skyjake

Status:	Closed	**Start date:**	2012-03-02
Priority:	High	**% Done:**	100%
Assignee:	skyjake		
Category:			
Target version:	1.9.7		

Description

It appears the dedicated server is still trying to access the GL texture manager via some route (intermission?):

G_ChangeGameState: New state GS_INTERMISSION.
NetSv_SendPlayerState: src=1, dest=1, flags=30
NetSv_DoAction: player=1, type=1, xyz=(0.0,0.0,0.0)
angle=0 lookDir=0 weapon=4
NetSv_DoAction: Intermission accelerate.
NetSv_DoAction: player=1, type=1, xyz=(0.0,0.0,0.0)
angle=0 lookDir=0 weapon=4
NetSv_DoAction: Intermission accelerate.
Finale Begin - id:1 'music "read_m" flat RROCK17 wa'
G_ChangeGameState: New state GS_INFINE.
PCL_FINALE_REQUEST: fid=1 params=1
NetSv_DoAction: player=1, type=1, xyz=(0.0,0.0,0.0)
angle=0 lookDir=0 weapon=4
PCL_FINALE_REQUEST: fid=1 params=1
NetSv_DoAction: player=1, type=1, xyz=(0.0,0.0,0.0)
angle=0 lookDir=0 weapon=4
GL_TextureVariantSpecificationForContext: GL texture manager not yet initialized.
Finale End - id:1 'music "read_m" flat RROCK17 wa'
Writing state:"configs/doom/game.cfg"...
DD_ChangeGame2: Calling DP_Unload (0x7af7cf8)

Labels: Multiplayer

History

#1 - 2012-03-02 08:41 - skyjake

This was in Doom2 co-op.

#2 - 2012-03-02 11:21 - skyjake

This occurs because the dedicated mode finale script interpreter is trying to set up a sprite animation sequence and it's loading the sprite frame info through the material subsystem. This leads into access to the GL texture manager.