Doomsday Engine - Bug #1021

Number and time formatting depends from locale

2012-04-11 17:30 - vvv1

Status:	Closed		**Start date:**	2012-04-11
Priority:	Normal		**% Done:**	100%
Assignee:	skyjake			
Category:				
Target version:	1.9.8 Unstable			

Description
Menu is not displayed properly since the Qt merge. Please see the attached screenshots.
Labels: System

Related issues:		
Related to Bug #2216: qt locale setting	**Closed**	**2017-03-16**

History

#1 - 2012-04-11 17:30 - vvv1

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/faca63dd/34a1/attachment/doom2-003.jpg

#2 - 2012-04-11 17:30 - skyjake

Cannot reproduce on Mac, Windows or Ubuntu.

Possibly related to report https://sourceforge.net/tracker/index.php?func=detail&aid=3516954&group_id=74815&atid=542099

Possibly caused by GL state mismanagement.

#3 - 2012-04-13 06:35 - vvv1

How to reproduce:

1. Set locale: export LANG=ru_RU.KOl8-R
2. rm -rf ~/.doomsday
3. Install doomsday build452.
4. Start it: doomsday -g doom2
5. Exit and uninstall build452.
6. Install doomsday build455 or newer.
7. Start it: doomsday -g doom2

Before starting build455 or newer configuration values look like this:
con-background-alpha 0.75
After starting build455 or newer they converted to:
con-background-alpha 0,
After removing ~/.doomsday and starting build455 or newer again they look like:
con-background-alpha 0,75

So, numeric values format in qt-based builds depends from locale. But it shouldn't.

#4 - 2012-04-13 10:25 - skyjake

You're right, Doomsday should override the locale for number and time formatting. Could you see if this is still occurring? (after commit 7f9db5ec)

#5 - 2012-04-14 04:52 - vvv1

Nothing changed. The issue still occurs.

#6 - 2012-04-14 07:15 - vvv1

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/faca63dd/1195/attachment/doom2-002.jpg

#7 - 2012-04-14 08:12 - skyjake

OK, I'll investigate a bit more...

#8 - 2012-04-15 15:03 - skyjake

Fixed. I assumed the problem was on Qt side, but the actual issue was that no one was forcing the en_US locale on libc any more. I assume SDL used to do it previously.

#9 - 2012-04-15 15:35 - skyjake

Note that you have to delete the old (corrupted) game.cfg to restore the default/good console variable values.

#10 - 2012-04-15 15:36 - vvv1

Now it's fixed. Thanks!

#11 - 2017-03-16 20:15 - skyjake

- Related to Bug #2216: qt locale setting added