

Doomsday Engine - Bug #2376

Map geometry is garbled using GCC 5 on Fedora

2019-12-23 07:52 - thesourcehim

Status:	In Progress	Start date:	2019-12-23
Priority:	Low	% Done:	0%
Assignee:	skyjake		
Category:	Defect		
Target version:	Build system and tools		
Description			
In the latest unstable build 3276 (linux) Hexen can not be played due something weird going on with level geometry (see attached screenshot, created right after starting new game).			

History

#1 - 2019-12-23 07:56 - skyjake

- Category set to Regression

- Target version set to Rendering

Could be a problem with the new render hack detection. Is this the first map?

#2 - 2019-12-23 08:25 - skyjake

- Status changed from New to In Progress

- Assignee changed from Deng Team to skyjake

#3 - 2019-12-23 11:02 - thesourcehim

skyjake wrote:

Could be a problem with the new render hack detection. Is this the first map?

Yes, Winnowing Hall. Starting Deathkings leads to similar result (map Ruined Village)

#4 - 2019-12-23 13:21 - skyjake

Hmm, I just played Hexen and Deathkings with the latest unstable and everything was looking ok.

Could you attach your doomsday.out log?

#5 - 2019-12-23 20:41 - thesourcehim

- File doomsday.out added

Forgot to mention that I did it with 2 addons enabled: XARP 0.13 and Neural Texture pack (the latter being the first in the load list), in XARP I disabled all textures.

#6 - 2019-12-24 08:19 - skyjake

Still cannot reproduce the issue.

Did you use one of the prebuilt binaries (Flatpak, dengine.net DEB/RPM, or PPA)?

I just tried the latest unstable Flatpak build, and it works correctly for me.

#7 - 2019-12-24 08:22 - thesourcehim

I'm using RPM doomsday-2.3.0_build3276-1.x86_64
The problem occurs without addons too.

#8 - 2019-12-24 08:29 - thesourcehim

Trying to warp to map26 crashes doomsday. Stable 2.2 works fine.

#9 - 2019-12-24 08:38 - skyjake

Does the Flatpak unstable build work for you?

I'm using Fedora 23 to build the RPM packages, and it has a rather old gcc (5.3.1). That is one potential source of issues...

#10 - 2019-12-24 09:12 - thesourcehim

In flatpak version problem does not occur. However I can't figure out how to start the application properly, which permissions to give. It does not allow to select sound output device (the list is empty) and music is played with a lot of static (FMOD + FluidSynth, 64 channels).

#11 - 2019-12-24 19:50 - thesourcehim

Tested RPM 3278, same thing happens, and with Heretic too. Seems to affect every game.

#12 - 2019-12-25 13:45 - skyjake

I think we should try a build with a newer version Fedora, so it has a more up-to-date compiler. Probably the Fedora builder could be bumped a few versions up from 23. Not sure when I'll have the time to do this, though.

#13 - 2019-12-30 15:29 - skyjake

- Subject changed from [Hexen] geometry is garbled to Map geometry is garbled using GCC 5 on Fedora
- Category changed from Regression to Defect
- Priority changed from High to Low

Potentially an optimization related bug with GCC 5. A possible workaround would be to selectively disable some GCC optimization flags, but it's more productive to switch to a newer release of Fedora on the RPM builder.

#14 - 2019-12-30 15:30 - skyjake

- Target version changed from Rendering to Build system and tools

#15 - 2021-10-10 19:30 - cyberconan

Hi! I found similar problems when using doomsday-bin from AUR in archlinux beacuse the script use the official RPM package.

<https://aur.archlinux.org/packages/doomsday-bin/>

I found a solution for compiling in Archlinux changing the assimp included in sources to assimp 5.0.1-3.

<https://aur.archlinux.org/packages/doomsday/>

I wish this could help to linux users.

#16 - 2021-10-10 22:20 - cyberconan

Hi again! There is still some minor bugs, pink demons model with DHMP are not over floor, they are inside floor textures. Solved when compiling doomsday with assimp 4.1. Regards!

Files

hexen-000.png	1.48 MB	2019-12-23	thesourcehim
doomsday.out	26 KB	2019-12-23	thesourcehim