

Doomsday Engine - Bug #639

"Midbars" texture problem / possibly jdrp related

2009-03-03 16:23 - johanbeyl

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|------------------------------------|-------------------------------|
| Status: Closed | Start date: 2009-03-03 |
| Priority: Normal | % Done: 100% |
| Assignee: | |
| Category: | |
| Target version: 1.9.0-beta6 | |

Description

Using the 1.9.0-beta6 and JDRP (both the old 1.01 and the latest one from DoomdayHQ), the non-solid textures in Doom E1M1 near the end of the level fade from visible to invisible. See attached screenshot. I couldn't get the binding for a screenshot right. The note in the WIKI does not work for me. If this is the "midbar" problem, I was under the impression it only affects ATI users.

I'm pasting the doomsday.out here and attaching a screenshot.

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 FX 5700LE/AGP/SSE2
Version: 2.1.2
GLU Version: 1.2.2.0 Microsoft Corporation
Available Texture units: 4
Maximum Texture Size: 4096
Maximum Anisotropy: 8
Num Texture Formats: 3
Line Width Granularity: 0.1
Line Width Range: 0.5...10.0
Extensions:
GL_ARB_depth_texture GL_ARB_fragment_program
GL_ARB_fragment_program_shadow GL_ARB_fragment_shader
GL_ARB_half_float_pixel GL_ARB_imaging
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_mirrored_repeat
GL_ARB_texture_rectangle GL_ARB_transpose_matrix
GL_ARB_vertex_buffer_object GL_ARB_vertex_program
GL_ARB_vertex_shader GL_ARB_window_pos
GL_S3_s3tc GL_EXT_texture_env_add
GL_EXT_abgr GL_EXT_bgra
GL_EXT_blend_color GL_EXT_blend_func_separate
GL_EXT_blend_minmax GL_EXT_blend_subtract
GL_EXT_compiled_vertex_array GL_EXT_Cg_shader
GL_EXT_depth_bounds_test 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_paletted_texture 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_shared_texture_palette

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_object
 GL_EXT_texture_sRGB GL_EXT_timer_query
 GL_EXT_vertex_array 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_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_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_render_texture 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)
 createContext: OpenGL.
 GL_Init: Initializing Doomsgday Graphics Library.
 Multitexturing enabled (full).
 Sys_Init: Setting up machine state.
 Sys_Init: Initializing keyboard, mouse and joystick.
 Sys_InitTimer.
 Sys_InitMixer: SB Live! 24-bit
 Driver: DirectSound
 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: snowberry\addons\jdrp.box\Required\jdrp-genericmodels.1.01.pk3
 W_AddFile: snowberry\addons\jdrp.box\Required\jdrp-lightmaps.1.01.pk3
 W_AddFile: snowberry\addons\jdrp.box\Required\jdrp-miscfx.1.01.pk3
 W_AddFile: snowberry\addons\jdrp.box\Required\jdrp-particles.1.01.pk3
 W_AddFile: snowberry\addons\jdrp.box\Required\jdrp-shinemaps.1.01.pk3
 W_AddFile: snowberry\addons\jdrp.box\jdrp-cell.1.01.pk3
 W_AddFile: snowberry\addons\jdrp.box\jdrp-hanginglegs.1.01.pk3
 W_AddFile: snowberry\addons\jdrp.box\jdrp-revrocket.1.01.pk3
 W_AddFile: snowberry\addons\jdrp.box\jdrp-tree.1.01.pk3

W_AddFile: snowberry\addons\jdrp.box\jdrp-rocketbox.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-painelemental.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-sssoldier.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-impfireball.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-spectre.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-celllarge.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-headsonstick.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-spidermastermind.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-impaledtwitcher.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-firestick.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-radiationsuit.1.01.pk3
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W_AddFile: snowberry\addons\jdrp.box\jdrp-brainstem.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-formersergeant.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-shells.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangnobrain.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-formerhuman.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-computermap.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hud-bfg.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hud-chaingun.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangtnobrain.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-shellbox.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-candle.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hellknight.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-bloodpools.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangingleg.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-talltorch.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-baronofhell.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hud-rocketlauncher.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-mediumlamp.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-stalagtitite.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-arachnoshot.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-bigtrees.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangtlookup.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-skullkeys.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-procket.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-firecan.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-biglamp.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-medikit.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangnoleg.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangtskull.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-barrel.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-w-supershotgun.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hud-fists.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-w-shotgun.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-bigstonepillar.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-imp.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-w-chaingun.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-cacofireball.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangnoguts.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-cacodemon.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-healthpotion.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-arachnotron.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-smalllamp.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-berzerkpack.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-w-bfg.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-keen.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangbyfeet.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-skullpillar.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-keycards.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-w-chainsaw.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-invulnerability.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-mancfireball.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-armor.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-soulsphere.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-stonepillar.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-lostsoul.1.01.pk3

W_AddFile: snowberry\addons\jdrp.box\jdrp-bosscube.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-candelabra.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-demon.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-headcandles.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-w-rocketlauncher.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-ammobox.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hud-supershotgun.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-plasmashot.1.01.pk3
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W_AddFile: snowberry\addons\jdrp.box\jdrp-megasphere.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-w-plasmarifle.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-floating skulls.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hangtorso.1.01.pk3
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W_AddFile: snowberry\addons\jdrp.box\jdrp-archvile.1.01.pk3
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W_AddFile: snowberry\addons\jdrp.box\jdrp-mancubus.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-formercommando.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-hud-plasmarifle.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-backpack.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-ammoclip.1.01.pk3
W_AddFile: snowberry\addons\jdrp.box\jdrp-invisibility.1.01.pk3
W_AddFile: F:\Games\Doomsday\Wad Files\DOOM.WAD
IWAD identification: 00cdce4c
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
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W_AddFile: data\jdoom\auto\basedata\fontb065.Imp
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W_AddFile: data\jdoom\auto\basedata\fontb071.Imp
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W_AddFile: data\jdoom\auto\basedata\fontb079.Imp
W_AddFile: data\jdoom\auto\basedata\fontb080.Imp
W_AddFile: data\jdoom\auto\basedata\fontb081.Imp
W_AddFile: data\jdoom\auto\basedata\fontb082.Imp
W_AddFile: data\jdoom\auto\basedata\fontb083.Imp
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W_AddFile: data\jdoom\auto\basedata\fontb086.Imp
W_AddFile: data\jdoom\auto\basedata\fontb087.Imp
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W_AddFile: data\jdoom\auto\basedata\fontb090.Imp
W_AddFile: data\jdoom\auto\basedata\m_therm2.Imp
W_AddFile: data\jdoom\auto\basedata\mapmask.Imp
W_AddFile: data\jdoom\auto\basedata\menufog.Imp
W_AddFile: data\jdoom\auto\basedata\pal18to8.Imp
W_AddFile: data\jdoom\auto\basedata\sndcurve.Imp

Reading definition file: defs\doomsday.ded
Reading definition file: defs\jdoom\jdoom.ded

Definitions:

138 sprite names
1355 states
140 things
1321 models
174 lights
112 sound effects
33 songs
365 text strings
144 particle generators
28 animation groups
49 surface decorations
23 surface materials
37 map infos
4 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.
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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.
Clearing binding context "deui"..
Clearing binding context "console"..
Clearing binding context "message"..
Clearing binding context "chat"..
Clearing binding context "shortcut"..
Clearing binding context "gameui"..
Clearing binding context "menu"..
Clearing binding context "map-freepan"..
Clearing binding context "map"..
Clearing binding context "game"..
Binding 1 created.
Binding 2 created.
Binding 3 created.
Binding 4 created.
Binding 5 created.
Binding 6 created.
Binding 7 created.
Binding 8 created.
Binding 9 created.
Binding 10 created.
Binding 11 created.
Binding 12 created.
Binding 13 created.
Binding 14 created.
Binding 15 created.
Binding 16 created.
Binding 17 created.
Binding 18 created.

Binding 19 created.
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Binding 136 created.
R_Init: Init the refresh daemon.
R_InitModels: Initializing MD2 models.
LostSoul/Lostsoul_flame.md2 not found.
LostSoul/Lostsoul_flame.md2 not found.
LostSoul/Lostsoul_flame.md2 not found.
LostSoul/Lostsoul_flame.md2 not found.
LostSoul/Lostsoul_flame.md2 not found.
LostSoul/Lostsoul_flame.md2 not found.
LostSoul/Lostsoul_flame.md2 not found.
R_InitModels: Done in 0.40 seconds.
Net_InitGame: Initializing game data.
R_InitRefresh: Loading data for referesh.
P_Init: Init Playloop state.
P_InitPicAnims: Registering default animations...
P_InitTerrainTypes: Material 'FWATER1' linked to terrain type 'Water'.
P_InitTerrainTypes: Material 'LAVA1' linked to terrain type 'Lava'.
P_InitTerrainTypes: Material 'BLOOD1' linked to terrain type 'Blood'.
P_InitTerrainTypes: Material 'NUKAGE1' linked to terrain type 'Nukage'.
Hu_LoadData: Setting up heads up display.
ST_Init: Init status bar.
Hu_MenuInit: Init miscellaneous info.
AM_Init: Init automap.

The Ultimate DOOM Startup

Game state parameters:
TGA_Load32_rgba8888: I don't know this format!

(type=1 psize=8 abits=8)
TGA_Load32_rgba8888: I don't know this format!
(type=1 psize=8 abits=8)
P_LoadMap: "E1M1"
convertMap: Attempting conversion of "E1M1".
WadMapConverter::Convert: Attempting map conversion...
WadMapConverter::Convert: DOOM map format.
BSP_Build: Built 239 Nodes, 240 Subsectors, 1204 Segs, 603 Vertexes
Balance -4 (l12 - r16).
Build subsector tables...
Build line tables...
convertMap: Successful.
R_InitLinks: Initializing

E1M1: Hangar
Author: id Software

Picked up a health bonus.
Picked up 4 shotgun shells.

screenshot

Wrote doom1-ultimate-000.tga.
You've found a secret area!
Picked up a box of shotgun shells.
You got the shotgun!
Picked up a medikit.

Labels: Graphics

History

#1 - 2009-03-03 16:23 - johanbeyl

Screenshot of graphics problem

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/1063c914/5f2a/attachment/doom1-ultimate-000.jpg

#2 - 2009-03-03 17:31 - skyjake

I can't reproduce this issue. Beylie, could you also attach your jdoom.cfg?

#3 - 2009-03-04 16:42 - johanbeyl

jdoom.cfg as requested

Attachments:

- http://sourceforge.net/p/deng/bugs/_discuss/thread/1063c914/9183/attachment/jdoom.cfg

#4 - 2009-03-04 16:42 - johanbeyl

Hi Skyjake, uploaded the file you requested.
File Added: jdoom.cfg

#5 - 2009-07-25 11:24 - skyjake

Is this issue still relevant?

#6 - 2009-07-25 21:27 - johanbeyl

It seems fine now, Skyjake. I'm running Beta6.4. Just a note, I'm not running the JDRP at the moment, so I'm not sure whether that was causing the problem.