

Redmine - Defect #9511

hud elements looks crazy sometimes if "Use OpenGL 2.0 shaders (GLSL) is disabled.

2011-11-03 09:50 - Matthias Krüger

Status:	Closed	Start date:	2011-11-03
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Affected version:	
Resolution:	Invalid		
Description			
<p>When I untick this box in the option menu and play, certain hud elements go crazy. (see screenshot, textures disabled on purpose, it shows a scene of the overkill mutator).</p> <p>This bug is sometimes more extreme and sometimes almost unnoticeable.</p> <p>From what I observed the bug seems to be sometimes triggered by the "player does a capture" sound, at least it appears in this time it is played quite likely during online matches.</p> <p>Also, when I (also seems to happen when bot use the rocket sometimes) use the rocket in the campaign (didn't try in multiplayer yet), all hud elements start to rotate 250° (then they switch back to in comparison "normal" state) I can stop rotation by exploding the rocket via right click.</p> <p>I started to have such problems on November 1st.</p> <p>My last xon update should include 08:43 < CIA-33> xonotic: [master] divverent * 6af05e0a1e9d darkplaces.git/cl_main.c: fix accuracy issue in timerefresh [17:00:07]</p> <p>OpenGL information:</p> <p>Linked against SDL version 1.2.14 Using SDL library version 1.2.14 GL_VENDOR: X.Org R300 Project GL_RENDERER: Gallium 0.4 on ATI RV515 GL_VERSION: 2.1 Mesa 7.11 vid.support.arb_multisample 1 vid.support.gl20shaders 1 NOTE: requested 1x AA, got 0x AA Video Mode: window 800x600x32x0.00hz S_Startup: initializing sound output format: 48000Hz, 16 bit, 2 channels...</p> <p>Regards, Matthias</p>			

History

#1 - 2011-11-03 09:55 - Matthias Krüger

- Status changed from New to Resolved

Sorry, I somehow got to the wrong tracker, this was not meant to be a bug against redmine. Sorry!

#2 - 2011-11-05 14:25 - Etienne Massip

- Status changed from Resolved to Closed

- Resolution set to Invalid

Files

xonotic20111102170227-00.jpg	75.6 KB	2011-11-03	Matthias Krüger
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