

ET: Legacy Development - Bug #1184

Console flickering when in system options

21.01.2019 10:37 - Timothy

Status:	Fixed	% Done:	100%
Priority:	Normal	Spent time:	0.00 hour
Assignee:			
Category:	Renderer		
Target version:	2.77		
OS:		Arch:	
Description			
When I'm browsing the system options, the top 4-5 lines of the console start flickering about and some lines will completely disappear. This is fixed once you exit this particular menu, but reappears once you enter it.			

Associated revisions

Revision 5ec6ab89 - 25.01.2019 15:03 - IR4T4

renderer: increase MAX_RENDER_COMMAND fixes #1184

History

#1 - 21.01.2019 11:22 - ryven

IIRC this is due to the limit of render commands, which is set to like **262144** commands, including both 2D and 3D draw commands, seems a big threshold to hit, but in case of menus and hud, each letter is a separate draw command, in case of menus it has to draw characters twice for the shadow effect, and so on. The console is, obviously, rendered last, and it renders lines bottom up, hence, once it hits the limit it just drops the render commands.

https://github.com/etlegacy/etlegacy/blob/bba1b2a00ba8a525498fd12753f9b88b250ce0ba/src/renderer/tr_cmds.c#L157

There are several solutions to this problem, one is to increase the **MAX_RENDER_COMMANDS** constant, the other is to simplify the menus, for instance by removing the text shadows. One could also write a text baking algo to reduce the number of render commands, but that would require to extend trap system for ui and cgame.

#2 - 24.01.2019 14:15 - Spyhawk

- Target version set to 2.77

- OS deleted (Windows)

#3 - 25.01.2019 15:03 - IR4T4

- Category changed from Mod UI to Renderer

- % Done changed from 0 to 100

#4 - 25.01.2019 15:09 - IR4T4

- Status changed from New to Fixed

Applied in changeset commit:5ec6ab891bf24c6c7b20ddaf4b0405a538970f5c.

Files

console_lines_missing.png	573 KB	21.01.2019	Timothy
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