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## No images

Posted by BB\_DaKraxor - 2008/06/24 16:38

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Hi,

I'm running a 64-bit Gentoo Linux, and have some problems.

I've tried to download a pre-compiled binary first, but it wasn't able to run because of dependency problems. (This website only supplies us with 32-bit binaries as far as I know, they have 32-bit library dependencies and I only have some of those in 64-bit version.)

So I decided to compile the game from source. After doing it successfully, I tried to run it, and encountered a strange problem: most of the images are missing from the main window making the game completely unplayable. I've attached a screenshot to demonstrate.

Then I saw there is an ebuild for Gentoo in a specific portage layout (sunrise), so I tried to install it from there. The result was the same: no images in the game.

Is this a bug, or do I have something wrong in my system?

Again, I compiled the unmodified source without errors, using QT4.

Thanks in advance for any advices.

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## Re:No images

Posted by BB\_DaKraxor - 2008/06/24 16:45

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Here it is in .zip format too, if .gz would mean a problem to anyone.

<http://www.pokerth.net/images/fbfiles/files/snapshot.zip>

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## Re:No images

Posted by BB\_DaKraxor - 2008/06/24 16:47

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Alright, attaching the first file failed, so I'll just try it again... <http://www.pokerth.net/images/fbfiles/files/snapshot.gz>

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## Re:No images

Posted by doitux - 2008/06/24 23:34

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It must be a problem with the path to data/ directory. Where is the binary? And where is the data/ dir?

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## Re:No images

Posted by BB\_DaKraxor - 2008/06/25 09:55

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This is the directory tree:

```
kraxor@localhost ~/Temp/PokerTH-0.6.2-src $ ls -lAh
total 3.3M
-rw-r--r-- 1 kraxor kraxor 18K May 21 23:52 COPYING
-rwxr-xr-x 1 kraxor kraxor 4.1K May 21 23:52 ChangeLog
-rw-r--r-- 1 kraxor kraxor 1.1K May 21 23:52 INSTALL
-rw-r--r-- 1 kraxor kraxor 11K Jun 25 09:39 Makefile
-rw-r--r-- 1 kraxor kraxor 63K Jun 25 09:42 Makefile.pokerth_game
-rw-r--r-- 1 kraxor kraxor 60K Jun 25 09:40 Makefile.pokerth_lib
```

```
-rw-r--r-- 1 kraxor kraxor 11K Jun 25 09:47 Makefile.pokerth_server
-rw-r--r-- 1 kraxor kraxor 258 May 21 23:52 TODO
drwxr-xr-x 2 kraxor kraxor 4.0K Jun 25 09:47 bin
drwxr-xr-x 7 kraxor kraxor 4.0K May 21 23:54 data
drwxr-xr-x 3 kraxor kraxor 4.0K May 21 23:54 docs
drwxr-xr-x 2 kraxor kraxor 4.0K Jun 25 09:42 lib
-rwxr-xr-x 1 kraxor kraxor 2.7K May 21 23:52 mac_post_make.sh
drwxr-xr-x 2 kraxor kraxor 4.0K Jun 25 09:47 mocs
drwxr-xr-x 2 kraxor kraxor 4.0K Jun 25 09:47 obj
-rwxr-xr-x 1 kraxor kraxor 2.9M Jun 25 09:47 pokerth
-rw-r--r-- 1 kraxor kraxor 379 May 21 23:52 pokerth.desktop
-rw-r--r-- 1 kraxor kraxor 52K May 21 23:52 pokerth.icns
-rw-r--r-- 1 kraxor kraxor 102K May 21 23:52 pokerth.ico
-rw-r--r-- 1 kraxor kraxor 7.6K May 21 23:52 pokerth.png
-rwxr-xr-x 1 kraxor kraxor 129 May 21 23:52 pokerth.pro
-rw-r--r-- 1 kraxor kraxor 49 May 21 23:52 pokerth.rc
-rw-r--r-- 1 kraxor kraxor 14K May 21 23:52 pokerth_game.pro
-rw-r--r-- 1 kraxor kraxor 6.4K May 21 23:52 pokerth_lib.pro
-rw-r--r-- 1 kraxor kraxor 6.5K May 21 23:52 pokerth_server.pro
drwxr-xr-x 8 kraxor kraxor 4.0K May 21 23:54 src
drwxr-xr-x 2 kraxor kraxor 4.0K May 21 23:54 tests
drwxr-xr-x 2 kraxor kraxor 4.0K May 21 23:54 ts
drwxr-xr-x 2 kraxor kraxor 4.0K Jun 25 09:42 uics
```

To compile, I did:

```
qmake pokerth.pro
make
```

```
./pokerth (to run the compiled executable...)
```

The result is what you can see in the attached screenshots. I also think I have the appropriate QT version:

```
$ qmake --version
QMake version 2.01a
Using Qt version 4.3.3 in /usr/lib64/qt4
```

What do you think?

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## Re:No images

Posted by doitux - 2008/06/26 00:18

Can you please add:

```
cout getDataPathStdString(myArgv0)
```

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## Re:No images

Posted by BB\_DaKraxor - 2008/06/26 16:40

```
kraxor@localhost ~/Temp/PokerTH-0.6.2-src $ ./pokerth
/home/kraxor/Temp/PokerTH-0.6.2-src/data/
```

I believe that's correct, isn't it?

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## Re:No images

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Posted by doitux - 2008/06/26 17:53

Yes. Thats perfect. But i dont really know what can be the problem. Maybe the images are left? Can you please take a look into: "pokerth/data/gfx/gui/table/default". Can you find the file table.png there?

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## Re:No images

Posted by BB\_DaKraxor - 2008/06/27 02:29

```
$ file data/gfx/gui/table/default/table.png
data/gfx/gui/table/default/table.png: PNG image data, 1980 x 1200, 8-bit colormap, non-interlaced
```

So yes, it is there, and is a valid PNG image.

I don't think the problem is not finding something. Perhaps some libraries are missing from my system that are not checked anywhere but used. Again, I tried installing PokerTH using portage (that is the package management system for Gentoo Linux - it checks for dependencies, downloads the source from a server and compiles it), the results were the same. However, the 2 binaries actually differ, one of them is 2.8 MB, the other is 2.9 MB. Still none of them is able to display images correctly.

Anyway, it would be nice of you if you made a pre-compiled 64-bit release of the game available for download. It shouldn't be a hard thing to do (for example, sourceforge provides some nice servers at their compile farm), but 64-bit users would find it rather useful.

Please, if you have any idea how I could make this awesome game work on my system, tell me as I would really love to spend hours playing! I love PokerTH! ;)

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## Re:No images

Posted by BB\_DaKraxor - 2008/06/28 02:42

I don't know if it's relevant, but I tried running PokerTH built for Ubuntu 8.04 Hardy. After fixing some missing libraries (more specifically libboost\_filesystems\* and libboost\_threads\*) I've got this error:

```
$. /pokerth
./pokerth: /usr/lib/libcrypto.so.0.9.8: no version information available (required by ./pokerth)
./pokerth: /usr/lib/gcc/x86_64-pc-linux-gnu/4.1.2/libstdc++.so.6: version `GLIBCXX_3.4.9' not found (required by ./pokerth)
```

Now is that possible that I use a compiler that is for some reason not supported by PokerTH? Or can you just think of any version-related errors?

I'm starting to give up... The easiest way for me to play is to use wine and run the Microsoft Windows (trademarks everywhere) executable. Come on... It can't turn out that winblows wins after all... :dry:

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## Re:No images

Posted by doitux - 2008/06/28 08:55

The last static build was done with gcc-4.2. Now we changed to gcc-4.3 on linux.

Sorry but there is no way for me to build a pre-compiled 64bit release at the moment. May be you like to try that? So we can offer it here for all other 64bit users.

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## Re:No images

Posted by BB\_DaKraxor - 2008/06/28 11:54

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Sure, as soon as I manage to compile the game I will send it to you some way if you're interested.

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## Re:No images

Posted by doitux - 2008/06/28 13:38

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Yes. That would be great. So, from now you are the official linux 64bit maintainer ;-)

Please send it to [doitux@pokerth.net](mailto:doitux@pokerth.net)

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