
[Yellow Dog Linux 6 / PS3] Card colors off

Posted by billb - 2008/07/09 20:39

Hi -- I'm running PokerTH (svn revision 1528) on Yellow Dog Linux (PPC Linux) on the Playstation 3. I had to do a little work to compile it because of the boost lib on YDL6 -- it needed to be upgraded to 1.34 from the included/available 1.33 version.

Also, I had to comment out instances of this line in the .pro files:

```
QMAKE_LFLAGS += -no_dead_strip_inits_and_terms
```

Or I'd get an unknown option error during compiling.

Also noted a few warnings during compiling, but would have to compile again and make a note of them -- sorry.

Anyway -- the game runs great, I'm able to connect and play Internet games, etc, and I'm really enjoying it!.. :)

One problem I have noticed is the card colors (and some avatars?) don't display properly -- see this screenshot.

Any ideas?

Thanks!

billb

EDIT: Just wanted to add that the card colors do show properly while the card is being flipped (animated), but once they are flipped they don't show properly.

Re:[Yellow Dog Linux 6 / PS3] Card colors off

Posted by lotodore - 2008/07/12 10:55

billb wrote:

```
QMAKE_LFLAGS += -no_dead_strip_inits_and_terms
```

Or I'd get an unknown option error during compiling.

This should be a warning not an error. Are you sure the compiler was aborting and not simply ignoring the option?

Re:[Yellow Dog Linux 6 / PS3] Card colors off

Posted by billb - 2008/07/12 17:44

This should be a warning not an error. Are you sure the compiler was aborting and not simply ignoring the option?

Thank you for the response. :)

Yes -- I'm positive it was aborting. YDL6 has gcc-4.1.1. I had to upgrade the included boost-devel from 1.33 to 1.34.

Here are the warnings I got (after commenting out the QMAKE_LFLAGS += -no_dead_strip_inits_and_terms lines):

Warnings:

```
src/core/common/avatarmanager.cpp: In member function 'void AvatarManager::RemoveOldAvatarCacheEntries()':  
src/core/common/avatarmanager.cpp:496: warning: comparison between signed and unsigned integer expressions  
src/third_party/tinyxml/tinystr.cpp:39: warning: missing braces around initializer for 'char '  
In file included from src/third_party/libircclient/src/libircclient.c:17:  
src/third_party/libircclient/src/portable.c:120: warning: unused parameter 'mutex'  
src/third_party/libircclient/src/portable.c:121: warning: unused parameter 'mutex'  
src/third_party/libircclient/src/portable.c:122: warning: unused parameter 'mutex'
```

```
src/third_party/libircclient/src/portable.c:123: warning: unused parameter 'mutex'
In file included from src/third_party/libircclient/src/libircclient.c:23:
src/third_party/libircclient/src/utls.c:70: warning: unused parameter 'event'
src/third_party/libircclient/src/utls.c:70: warning: unused parameter 'count'
src/third_party/libircclient/src/libircclient.c: In function 'libirc_process_incoming_data':
src/third_party/libircclient/src/libircclient.c:410: warning: comparison between signed and unsigned
/usr/include/boost/iostreams/read.hpp: In instantiation of 'static bool boost::iostreams::detail::true_eof_impl::true_eof(T&) ':
/usr/include/boost/iostreams/read.hpp:89: instantiated from 'bool boost::iostreams::detail::true_eof(T&)'
/usr/include/boost/iostreams/read.hpp:153: instantiated from 'static std::streamsize
boost::iostreams::detail::read_device_impl::read(T&, typename boost::iostreams::char_type_of::type*, std::streamsize)'
/usr/include/boost/iostreams/read.hpp:51: instantiated from 'std::streamsize boost::iostreams::read(T&, typename
boost::iostreams::char_type_of::type*, std::streamsize)'
/usr/include/boost/iostreams/copy.hpp:115: instantiated from 'std::streamsize
boost::iostreams::detail::copy_impl(Source&, Sink&, std::streamsize, mpl::false_, mpl::false_)'
/usr/include/boost/iostreams/copy.hpp:136: instantiated from 'std::streamsize
boost::iostreams::detail::copy_impl(Source, Sink, std::streamsize)'
/usr/include/boost/iostreams/copy.hpp:191: instantiated from 'std::streamsize boost::iostreams::copy(Source&, Sink&,
std::streamsize, typename boost::enable_if::type*, typename boost::enable_if::type*)'
src/net/common/clientstate.cpp:437: instantiated from here
/usr/include/boost/iostreams/read.hpp:82: warning: unused parameter 't'
src/gui/qt/guiwrapper.cpp:232:57: warning: no newline at end of file
src/gui/qt/gametable/myavatarlabel.cpp:32: warning: unused parameter 'event'
src/gui/qt/gametable/myavatarlabel.cpp:37: warning: unused parameter 'pos'
/usr/include/boost/date_time/time_facet.hpp: In instantiation of 'boost::date_time::time_facet::time_facet(size_t) ':
/usr/include/boost/date_time/posix_time/posix_time_io.hpp:59: instantiated from 'std::basic_ostream&
boost::posix_time::operator
```

Re:[Yellow Dog Linux 6 / PS3] Card colors off

Posted by billb - 2008/07/12 18:54

Sorry, never mind about the `-no_dead_strip_inits_and_terms` issue -- I was just building an RPM and it didn't stop on that, though it did when I was compiling it manually. Maybe I accidentally hosed up the makefile somehow?

Anyway, the main point of the original post was regarding the colors being off as shown in the screenshot. They are only displayed properly while the cards are flipping over.

Re:[Yellow Dog Linux 6 / PS3] Card colors off

Posted by lotodore - 2008/07/15 09:36

billb wrote:

SAnyway, the main point of the original post was regarding the colors being off as shown in the screenshot. They are only displayed properly while the cards are flipping over.

This has also been reported on PowerPC and is some byte order problem. Since the images are drawn using Qt, I suppose that it might be a Qt bug.

Re:[Yellow Dog Linux 6 / PS3] Card colors off

Posted by billb - 2008/07/16 20:07

It does indeed appear to be an issue with Qt ... either how my version was compiled or in Qt itself. A friend pointed out to me that I'm experiencing the same issue in another Qt application (qmc2 frontend for sdlmame).

Thanks for the response.
