Ryzom - Bug # 1424

Status:	New	**Priority:**	High
Author:	julian_fern	**Category:**	OS: GNU/Linux
Created:	02/09/2012	**Assignee:**	
Updated:	02/09/2012	**Due date:**	
Subject:	Ryzom starts to blink and give me a black screen after login		

Description

Hello,
I'm trying to get Ryzom to work, but no sucess :/

I installed the game from Ubuntu Software Center on my Ubuntu 11.04 64 bits, tryed to run the game, logged in, made my char... but when i got to the load screen, it got stuck. Then i found a solution here on the bug tracker, put the files and finaly managed to get past the load screen.

But now i get a black screen :/
So after i log in, the load ends, i get a black screen with the sound and cursor. First, that was the issue.
Then today looking for a way to run it with Wine, i found that i could make the game run with OpenGL. So i put the OpenGL flag on my client.cfg file on the Linux native client, and well... now the load screen keep blinking, so i get stuck at load screen again.

Any help with it? Anyone getting the same issue?
I'm running Ubuntu 11.04 64 bits, like i said, with a Intel i5 Sandy Bridge with Intel HD 3000 graphic card. I'm also not using the default intel drivers, but this one: https://launchpad.net/~oibaf/+archive/graphics-drivers/ with mesa 8.1.

My client.cfg is in the attachments. If you need any more files or info, just ask, i REALLY wanna play the game and i'm not really happy with playing with it wine :)

History

#1 - 02/09/2012 03:07 pm - kervala

Hi !

Thanks for your report !

Your log seems ok, I don't see any problem there :(

The only Intel card I have is a old i945 from my EEE PC 900A and, even if it's very slow, it works fine without black screens.

When trying Ryzom with nouveau drivers, there was some rendering problems with polygons.

Perhaps someone who has the same video card as you could try and check if the problem is related to hardware or driver incompatibility ?

Files

client.cfg		1.6 kB	02/09/2012	julian_fern
client.log		923.5 kB	02/09/2012	julian_fern