

ivTools - Bug #283

ivrenderer colors broken depending on Mesa3D version

2014-07-10 16:07 - Jens Peter Lindemann

Status:	New	Start date:	2014-07-10
Priority:	High	Due date:	
Assignee:	Jens Peter Lindemann	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:			
Description			
<p>Color problems on recent Debian-based linux systems (tested: Ubuntu 12.04 and 14.04, Debian 7.5). Older versions work as expected (tested: Ubuntu 10.04).</p> <p>Red and blue color channels are swapped in the rendering output. This behaviour seems to appear between osmesa Debian/Ubuntu package versions 7.7.1 and 8.0.4.</p> <p>Workaround: Create OSMESA GL context with OSMESA_BGR instead of OSMESA_RGB in the MesaOffscreenRenderer constructor code (line ivRender/LibRender/MesaOffscreenRenderrer.cpp:43).</p>			