

## Ryzom - Bug # 199

<b>Status:</b>	Closed	<b>Priority:</b>	Urgent
<b>Author:</b>	kervala	<b>Category:</b>	NeL: General
<b>Created:</b>	11/27/2008	<b>Assignee:</b>	kervala
<b>Updated:</b>	09/30/2010	<b>Due date:</b>	
<b>Subject:</b>	Reflects are not rendered correctly in opengl driver		
<b>Description</b>	<p>When a shape is using reflects maps, texture is not correctly rendered.</p> <p>We could compare with older versions of opengl driver.</p>		

### History

#### #1 - 11/29/2008 12:41 pm - kervala

- File *spec\_box\_left.png* added
- Category changed from *3d* - OpenGL to *3d*
- Assignee set to *kervala*
- Priority changed from *High* to *Urgent*
- % Done changed from *0* to *50*

The bug is in `CBitmap::convertToType` when converting a `DXT1Alpha` texture in `RGBA`.

It's reproducible only when using a `.dds` texture in a `CTextureCube` with `OpenGL` driver because `D3D` driver is managing by itself the `DDS` conversion.

#### #2 - 11/29/2008 12:42 pm - kervala

- Category changed from *3d* to *Misc*

#### #3 - 11/29/2008 01:10 pm - kervala

- Status changed from *New* to *Resolved*
- % Done changed from *50* to *100*

Applied in changeset `r548`.

#### #4 - 11/29/2008 01:12 pm - kervala

We were assuming `DXT1` textures always had an alpha channel, which is incorrect.

#### #5 - 01/08/2009 02:34 pm - kervala

- Status changed from *Resolved* to *Closed*

#### #6 - 09/29/2010 09:26 pm - kervala

- Project changed from *NeL* to *Ryzom*
- Category deleted (*Misc*)
- Target version deleted (*Version 0.7.0*)

#7 - 09/30/2010 11:40 am - kervala

- Category set to NeL: General

- Target version set to Version 0.7.0

## Files

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spec\_box\_left.png

1 kB

11/29/2008

kervala