

## Ryzom - Bug # 1249

<b>Status:</b>	Assigned	<b>Priority:</b>	Low
<b>Author:</b>	kerval	<b>Category:</b>	NeL: General
<b>Created:</b>	02/01/2011	<b>Assignee:</b>	kerval
<b>Updated:</b>	03/03/2012	<b>Due date:</b>	
<b>Subject:</b>	Endianness problems while access to disk or memory		
<b>Description</b>	NeL is working fine on little-endian architectures, but almost all memory/disk access with fread, fwrite or serialization are broken on big-endian machines such as PowerPC and ARM (in big-endian mode).		

### History

#### #1 - 02/01/2011 05:34 pm - kerval

- Status changed from New to Assigned
- Assignee set to kerval

#### #2 - 02/07/2011 09:40 pm - Jeru

- File *bitmap.h* added
- File *bitmap.cpp* added

After some tests, I made corrections in the *bitmap.cpp* et *.h*

At this time, I can't play, but the *bitmap* code permit the loading of DDS et TGA files. (No PNG or other file types are readed a the moment I'm stopped)

#### #3 - 02/07/2011 10:19 pm - Jeru

- File *bitmap.h.diff.h* added

Here the diff file for the update of hg files !

I hope this will work :)

#### #4 - 02/08/2011 05:08 pm - kerval

- File deleted (*bitmap.h.diff.h*)

#### #5 - 02/08/2011 05:08 pm - kerval

- File deleted (*bitmap.cpp*)

#### #6 - 02/08/2011 05:08 pm - kerval

- File deleted (*bitmap.h*)

#### #7 - 02/08/2011 05:45 pm - Jeru

- File *bitmap.cpp.patch.cpp* added
- File *bitmap.h.patch.h* added
- File *music\_buffer\_vorbis.cpp.patch.cpp* added

After more tests and debug on big endian systems. The final patch for images (All formats are working).

There were a bug on loading startup ogg file due to big endian errors too. (I don't know yet if it works in game)

For now, I got problems on getting login screen and character selection screen. Don't know if there's a relation with big endian systems.

**#8 - 02/09/2011 10:32 am - Jeru**

- File *Log\_Ryzom\_OpenGL.rtf* added

Log for the OpenGL difficulties may be due to endianness issues.

Initialisation of the driver log :)

**#9 - 06/02/2011 04:07 pm - Jeru**

- File *Image\_1.png* added

- File *Image\_2.png* added

Hi. That was a long time i came here.

I don't know if those bugs comes from endinanness or graphical implementation errors on PPC

The first image is my logon screen, only the cursor is visible

The second image is the character selection screen, only the effects are well drawn.

I'm on a Powerbook G4, 1Mo of RAM, MacOS 10.5.8 and an ATI Mobility Radeon 9700 with 64Mo VRAM

**#10 - 03/03/2012 11:00 am - kervala**

- Priority changed from Normal to Low

Only reproducible on Mac OS X PPC, so priority is set to low :)

**Files**

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bitmap.cpp.patch.cpp	200.2 kB	02/08/2011	Jeru
bitmap.h.patch.h	39 kB	02/08/2011	Jeru
music_buffer_vorbis.cpp.patch.cpp	13.1 kB	02/08/2011	Jeru
Log_Ryzom_OpenGL.rtf	10.6 kB	02/09/2011	Jeru
Image_1.png	16.8 kB	06/02/2011	Jeru
Image_2.png	38.3 kB	06/02/2011	Jeru