

Ryzom - Bug # 1508

Status:	New	Priority:	Normal
Author:	Botanic	Category:	
Created:	12/01/2012	Assignee:	
Updated:	12/02/2012	Due date:	
Subject:	Timeout in tga2dds		
Description			
<p>I am getting the following timeout error</p> <pre>W:/export/continents/crater/map_export/walls.png -> W:/export/continents/crater/map/walls.dds compressing (DXTC5) W:/export/continents/crater/map_export/walls.png to W:/export/continents/crater/map/walls.dds INF c80 s3tc_compressor.cpp 157 compressMipMap tga2dds.exe : Fix 2424 blocks on 262144 total WRN 8e8 exec_timeout.cpp 67 main exec_timeout.exe : ERROR: Timeout in process R:/code/build/bin/Release/tga2dds.exe W:/export/continents/crater/map_export/walls.png -o W:/export/continents/crater/map/walls.dds -m -r0</pre> <p>I have attached the png file I am using</p>			

History

#1 - 12/01/2012 03:07 pm - kaetemi

Scale that down to 1024x1024, lol.

#2 - 12/01/2012 03:15 pm - Botanic

Most of the images I have that are 2048 work, this just happens to be the only one that doesnt, I think its because its ~8mb while the others are <7mb...

Regardless tho scaling down to 1024 isnt really a solution ;P

#3 - 12/01/2012 03:22 pm - kaetemi

This texture doesn't need 2048, look at those pixels.

#4 - 12/01/2012 03:23 pm - kaetemi

That, or increase your timeout value in the configuration py.

#5 - 12/01/2012 05:31 pm - kerval

That's working even if it takes 1h to convert in Debug :)

#6 - 12/01/2012 05:33 pm - kerval

Hum do you think "S3TC is a very good compressor, but make BIG mistakes in some case with DXTC5 and DXTC3" is still occuring ? Perhaps it was

related to S3TC original library...

#7 - 12/02/2012 09:27 am - kaetemi

That piece of code is irrelevant, it was relevant only for the old library as you said. I already commented it out in the pipeline_v3 branch. Feel free to copy over that patch.

#8 - 12/02/2012 09:58 am - kerval

Thanks Kaetemi :)

Files

walls.png	8.7 MB	12/01/2012	Botanic
-----------	--------	------------	---------