

Ryzom - Bug # 884

Status:	Closed	Priority:	Normal
Author:	ThibG	Category:	NeL: General
Created:	05/11/2010	Assignee:	kervalala
Updated:	05/28/2010	Due date:	
Subject:	24bpp support		
Description			
<p>Hi, the OpenGL driver only supports 32bpp and 16bpp pixel formats. Here is a patch to fix that.</p>			

History

#1 - 05/12/2010 12:45 pm - kervalala

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

#2 - 05/12/2010 12:49 pm - kervalala

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset r111.

#3 - 05/12/2010 12:50 pm - kervalala

- Target version set to Version 0.8.0

Thanks for the patch :)

#4 - 05/12/2010 05:56 pm - ThibG

- File 32bpp-24bpp.patch added

Seems my patch wasn't enough.

Here is what happen with the current version: glXChooseVisual accepts sAttribList32bpp despite running on a 24bpp only display, and fails when creating the window.

I think sAttribList32bpp is wrong by saying its depth is 24bpp. At least, on my computer, and maskow's (using a 24bpp-only driver too), it works. However, I didn't do much X/GL stuff, so, I'm not that sure.

#5 - 05/12/2010 06:02 pm - sfb

- Status changed from Resolved to New

ThibG has additional patching required for this issue.

#6 - 05/12/2010 07:17 pm - kervalala

- Status changed from New to Resolved

Applied in changeset r125.

#7 - 05/28/2010 05:23 pm - vl

- Status changed from Resolved to Closed

Files

24bpp.patch	1022 Bytes	05/11/2010	ThibG
32bpp-24bpp.patch	1.4 kB	05/12/2010	ThibG