

ET: Legacy Development - Bug #993

Warning: (libjpeg) Unsupported color conversion request

07.02.2017 17:18 - keMoN

Status: Invalid	% Done: 100%
Priority: Low	Spent time: 0.00 hour
Assignee:	
Category: Client	
Target version: ALL	
OS:	Arch:
Description	
<p>As put in a review on the installer of 2.74 in July 2016, there is a texture/shader bug on CTF Pool. When started in ET: Legacy 2.75, the title warning appears and the texture is orange/black.</p> <p>Affected texture is textures/ctf_pool/pool_pow2 and the shader appears fine:</p> <pre>textures/ctf_pool/pool_pow2 { surfaceparm woodsteps implicitMap - }</pre>	

History

#1 - 07.02.2017 17:33 - Spyhawk

- Category set to General
- Priority changed from Normal to High
- Target version set to 2.76

#2 - 12.02.2017 17:53 - thunder

dont think implicitmap does work on renderer2

#3 - 12.02.2017 18:40 - keMoN

Don't know about that, but the problem above is present with both renderers.

#4 - 12.02.2017 18:40 - keMoN

- File deleted (vanilla.jpg)

#5 - 12.02.2017 21:08 - IR4T4

- % Done changed from 0 to 10

I think this bug is related to pool_hky.jpg and pool_pow2.jpg (see ctf_pool_v2/textures/ctf_pool/) Sizes of images are not power of 2. We don't load the image and the orange default shader is used.

#6 - 12.02.2017 21:45 - keMoN

What the hell? Really?
I specifically checked that because I suspected that. Seems like I'm getting old

//EDIT:
No, both textures are good. I've attached them.

#7 - 13.02.2017 09:12 - keMoN

- File *pool_hky.jpg* added
- File *pool_pow2.jpg* added

#8 - 15.02.2017 22:35 - IR4T4

- % Done changed from 10 to 20

I've had a closer look at this. There are other similar textures used in this pk3 and these are displayed. Both images are bugged - there are color issues and libjpeg is correct. My image preview shows other colors than real image viewers/editors. (Preview is correct)

#9 - 16.02.2017 09:42 - keMoN

- File deleted (*pool_hky.jpg*)

#10 - 16.02.2017 09:42 - keMoN

- File deleted (*pool_pow2.jpg*)

#11 - 16.02.2017 09:46 - keMoN

- % Done changed from 20 to 40

I should really have suspected that problem, when even the title gives you the hint of "color conversion". Meh.

The faulty images are in CMYK color mode. ET: Legacy supports only RGB colors.
I have transformed the two and attached them. However, there is nothing that we can really do, since it's a custom map.

I don't know if it is possible to support CMYK mode, but this would be the only thing we could do.
Normally, you just don't use that mode though, so I'm not entirely sure if it's needed.

#12 - 16.02.2017 09:46 - keMoN

- File *pool_hky.jpg* added
- File *pool_pow2.jpg* added

#13 - 17.03.2017 15:51 - IR4T4

- Category changed from *General* to *Client*
- Status changed from *New* to *Invalid*
- Target version changed from *2.76* to *ALL*
- % Done changed from 40 to 100

#14 - 17.03.2017 15:51 - IR4T4

- Priority changed from *High* to *Low*

#15 - 20.03.2017 20:07 - keMoN

Any info on this IR4?

#16 - 20.03.2017 21:15 - IR4T4

There is no reason beside this buggy image to support a subtractive color system.
"The CMYK color system is the color system used for printing."

Files

legacy 2.75.jpg	343 KB	07.02.2017	keMoN
pool_hky.jpg	30.9 KB	16.02.2017	keMoN
pool_pow2.jpg	30 KB	16.02.2017	keMoN