

darktable - Bug #11889

Skulls in Darktable 2.4 lighttable on most DNG files

12/30/2017 09:34 AM - Dennis Lovatt

Status:	Duplicate	Start date:	12/30/2017
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:	Lighttable	Estimated time:	0.00 hour
Target version:	2.6.0		
Affected Version:	2.4.0	bitness:	64-bit
System:	Ubuntu	hardware architecture:	amd64/x86

Description

When I click on the skull I get message "failed to read white balance information from 'P7150197-Pano.dng'", system locks up. I then double-click on lighttable then get a message saying the image is unavailable, system is then unlocked. These images were originally imported DNG panoramas created in Lightroom 6 probably imported into Darktable 12 months ago. I do not have this issue in Darktable 2.2.5. on a different laptop. I subsequently decided to export all my DNG files in the 2.2.5 system as tiffs and import them into my 2.4 system and trashed all the skulls.

Related issues:

Related to darktable - Bug #11581: Huffmantable is broken.

New

05/19/2018

History

#1 - 12/30/2017 10:38 AM - Roman Lebedev

- Status changed from New to Incomplete

- % Done changed from 0 to 20

Dennis Lovatt wrote:

When I click on the skull I get message "failed to read white balance information from 'P7150197-Pano.dng'", system locks up. I then double-click on lighttable then get a message saying the image is unavailable, system is then unlocked. These images were originally imported DNG panoramas created in Lightroom 6 probably imported into Darktable 12 months ago. I do not have this issue in Darktable 2.2.5. on a different laptop. I subsequently decided to export all my DNG files in the 2.2.5 system as tiffs and import them into my 2.4 system and trashed all the skulls.

Sample?

#2 - 01/01/2018 08:18 AM - Dennis Lovatt

- File Screenshot at 2018-01-01 15-31-04.png added

Hi Roman,

I tried to upload the image yesterday but it said it was too large. I have uploaded the dng image and xmp into google drive 94M. You should be able to access it using this link.

https://drive.google.com/drive/folders/1HqQ-rD7AxXnTrX_M7q18VHfiuCprPGp1?usp=sharing

I have also attached a screen shot of the Darktable 2.4 lighttable screen.

My interest in this problem now is purely academic, as these images were created in Lightroom which I no longer have. I have now converted them to tiffs. Any future panoramas I produce will probably be done in Hughin using tiffs.

By the way, I have been using Darktable since 1.4 you guys do a tremendous job. This is the first problem I have come across

#3 - 01/01/2018 12:43 PM - Roman Lebedev

Either the raw is corrupted, or this is a duplicate of [#11581](https://github.com/darktable-org/rawspeed/issues/100)

#4 - 01/01/2018 12:43 PM - Roman Lebedev

- Related to Bug #11581: Huffmantable is broken. added

#5 - 01/01/2018 02:38 PM - Roman Lebedev

- Status changed from Incomplete to Duplicate

- % Done changed from 20 to 0

So either this will get resolved when that bug is fixed, or not.

#6 - 01/01/2018 04:30 PM - Roman Lebedev

- Subject changed from *Get White skulls in Darktable 2.4 lighttable on most DNG files* to *Skulls in Darktable 2.4 lighttable on most DNG files*

#7 - 01/03/2018 03:07 PM - Roman Lebedev

- Target version set to 2.6.0

Files

Screenshot at 2018-01-01 15-31-04.png	1.3 MB	01/01/2018	Dennis Lovatt
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