

## darktable - Bug #11957

### Failed to read camera white balance information

01/23/2018 03:26 PM - Marcin Bajor

<b>Status:</b>	Fixed	<b>Start date:</b>	01/23/2018
<b>Priority:</b>	Low	<b>Due date:</b>	
<b>Assignee:</b>	Roman Lebedev	<b>% Done:</b>	100%
<b>Category:</b>	General	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	2.6.0	<b>bitness:</b>	64-bit
<b>Affected Version:</b>	git stable branch	<b>hardware architecture:</b>	amd64/x86
<b>System:</b>	all		

#### Description

I'm trying to open my dng files (created in Adobe DNG Converter from CR2 Canon 30D). Application displays "failed to read camera white balance information from..."  
Nothing more happens.

On startup application displays message "image '<filename>' is not available!", but file exists.

Build:

<https://build.opensuse.org/package/show/graphics:darktable:stable/darktable>  
openSUSE\_Tumbleweed

Console output:

```
[rawspeed] (img_3166.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[rawspeed] (img_2985.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[rawspeed] (img_2089.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[temperature] failed to read camera white balance information from `img_2985.dng'!
[temperature] failed to read camera white balance information from `img_2089.dng'!
allocation failed???
allocation failed???
[rawspeed] (img_4289.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[temperature] failed to read camera white balance information from `img_4289.dng'!
allocation failed???
[rawspeed] (img_5198.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[rawspeed] (img_5210.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[temperature] failed to read camera white balance information from `img_5198.dng'!
allocation failed???
[temperature] failed to read camera white balance information from `img_5210.dng'!
allocation failed???
[rawspeed] (img_5227.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[temperature] failed to read camera white balance information from `img_5227.dng'!
allocation failed???
[temperature] failed to read camera white balance information from `img_4289.dng'!
[temperature] failed to read camera white balance information from `img_4289.dng'!
[rawspeed] (img_4327.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[temperature] failed to read camera white balance information from `img_4289.dng'!
allocation failed???
[rawspeed] (img_5197.dng) bool rawspeed::DngDecoder::decodeMaskedAreas(const rawspeed::TiffIFD*), line 645: Bad masked area.
[temperature] failed to read camera white balance information from `img_5197.dng'!
[temperature] failed to read camera white balance information from `img_5197.dng'!
```

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## Associated revisions

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### Revision fd1ae360 - 01/23/2018 08:45 PM - Roman Lebedev

RawSpeed submodule update: some camera support & related fixes.

Fixes #11950.

Fixes #11955.

Fixes #11957.

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## History

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### #1 - 01/23/2018 03:28 PM - Marcin Bajor

- File *Screenshot\_20180123\_142539.png* added

Please ignore first screenshot

### #2 - 01/23/2018 03:32 PM - Marcin Bajor

- File *img\_2984.dng* added

Sample image

### #3 - 01/23/2018 04:21 PM - Roman Lebedev

- Assignee set to *Roman Lebedev*

Don't convert raws to DNG.

### #4 - 01/23/2018 04:30 PM - Roman Lebedev

- File deleted (*Screenshot\_20180122\_214000.png*)

### #5 - 01/23/2018 04:30 PM - Roman Lebedev

- File deleted (*Screenshot\_20180123\_142539.png*)

### #6 - 01/23/2018 04:41 PM - Marcin Bajor

Roman Lebedev wrote:

Don't convert raws to DNG.

I will, but now I have a lot of DNG files which was supported in previous versions of DT.

The same issue in 2.4.0 from

<https://build.opensuse.org/package/show/graphics/darktable>

### #7 - 01/23/2018 04:53 PM - Roman Lebedev

- Status changed from New to In Progress
- System changed from openSUSE to all
- Affected Version changed from 2.4.1 to git stable branch
- % Done changed from 0 to 50

Marcin Bajor wrote:

Roman Lebedev wrote:

Don't convert raws to DNG.

I will, but

now I have a lot of DNG files which was supported in previous versions of DT.

Yes, in this case it appears it was a simple off-by-one, looking..

#### **#8 - 01/23/2018 09:11 PM - Roman Lebedev**

- Status changed from In Progress to Fixed
- % Done changed from 50 to 100

Applied in changeset [darktable|fd1ae360594b948beb36dc206a621e9eb59e5b8c](#).

#### **#9 - 01/24/2018 02:22 PM - Roman Lebedev**

- Target version set to 2.6.0

#### **Files**

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img_2984.dng	7.09 MB	01/23/2018	Marcin Bajor
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