

## Replicant - Issue #693

### Camera app crashes when selecting the third (non-video non-photo) mode

11/08/2013 09:33 AM - Simon Josefsson

<b>Status:</b>	Rejected	<b>Start date:</b>	11/08/2013
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>	Paul Kocialkowski	<b>% Done:</b>	0%
<b>Category:</b>	Framework	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	Replicant 4.0	<b>Spent time:</b>	0.00 hour
<b>Resolution:</b>	duplicate	<b>Grant:</b>	
<b>Device:</b>	Galaxy S 3 (I9300)	<b>Type of work:</b>	

#### Description

Taking pictures and recording video works fine, but when I select the third mode in the camera app, it crashes. I'm attaching three logs. This is reproducible, so if you want me to provide further details, I can.

#### History

##### #1 - 11/08/2013 11:37 AM - Simon Josefsson

The mode is called the panorama mode.

##### #2 - 11/12/2013 01:33 PM - Paul Kocialkowski

This happens because the returned camera preview format is RGB565 and the panorama mode explicitly requires YUV420. We need RGB565 because our EGL implementation cannot handle color YUV (it would be slower and black & white only preview).

##### #3 - 11/12/2013 01:46 PM - Paul Kocialkowski

- Status changed from New to Rejected
- Resolution set to duplicate

Duplicate of [#705](#)

##### #4 - 12/15/2015 01:17 PM - Denis 'GNUtoo' Carikli

- Category changed from 117 to Framework
- Device Galaxy S 3 (I9300) added

#### Files

boot	46 KB	11/08/2013	Simon Josefsson
camera-started	55.9 KB	11/08/2013	Simon Josefsson
camera-crashed	64.3 KB	11/08/2013	Simon Josefsson