

Dewarper Workaround

Issue

Both Axis and Pelco depend on OpenGL for dewarping. If dewarping is not working for a Windows client because of GPU driver issues you can use the following open source Mesa3D software OpenGL drivers as a work around. This will basically use a software implementation of OpenGL to do the dewarping which is really no worse than 90% of the other dewarping libraries anyway. It will not perform as well as if it were using the GPU OpenGL drivers, but it seems reasonable. CPU usage went from 6% using GPU drivers to 12% using these drivers.

Workaround

- Download Mesa3D windows binaries from <https://github.com/pal1000/mesa-dist-win/releases>
- Extract contents of either x64 or x86 folder to client install directory depending on which client is installed
- OpenGL32.dll should be in the same folder as edvrclient.exe