
Subject: Multithreaded Animated GIF

Posted by [rainbowsally](#) on Sat, 20 Dec 2014 18:39:02 GMT

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Probs with animated gif.

Using Linux, with the default BLITZ stuff. Compiled from 5485 sources.

1. error missing format string.

/home/USER/upp/uppsrc/plugin/tif/tifupp.cpp:909:37: warning: format not a string literal and no
format argu

ments [-Wformat-security]

TIFFError(TIFFFileName(tiff), emsg);

I modified one line (below).

```
// around line 908
char emsg[1024];
if(!TIFFRGBAImageBegin(this, tiff, 0, emsg)) {
    // TIFFError(TIFFFileName(tiff), emsg);
    TIFFError("%s %s", TIFFFileName(tiff), emsg); // -rs
    page_error = true;
    return false;
}
// --
```

The error handler takes a fmt and va_list but I haven't found the definition of TIFFError() and so I'm not sure this is exactly right.

At least gets past the compiler warnings but the parameter list should be verified by someone that knows their way around in the sources.

2. Something in the #includes isn't working right. In order to enable multithreading by way of uppconfig.h all three of these appear to need to be defined.

[Edited to avoid redefs caused by BLITZ or something.]

File: uppsrc/uppconfig.h

```
// -rs
#ifndef UPPCONFIG_H
#define UPPCONFIG_H

#ifndef flagMT
#define flagMT
```

```
#define _MULTITHREADED
#define MULTITHREADED
#endif
```

```
#endif // UPPCONFIG_H
```

[Edited...]

And add the #include in CtrlCore/CtrlCore.h so it gets set

```
#ifndef CTRLCORE_H
#define CTRLCORE_H
```

```
#include <uppconfig.h> /* -rs added */
```

There IS another way, but that is to add -DflagMT to GCC.bm in the *OPTIONS flags.

And somehow that appears to turn on the _MULTITHREADED and MULTITHREADED #defines properly, which is why I suspect something isn't loading the uppconfig.h file at the right time.

Then finally, to see the demo, load an animated gif and hit the "next image" button. That button does nothing in single threaded mode.