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Subject: Re: bug in ImageBuffer::Line() and operator[]

Posted by [mirek](#) on Wed, 23 Apr 2008 08:25:34 GMT

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nixnixnix wrote on Tue, 15 April 2008 21:05Hi Mirek,

Did something change recently in the behaviour of Image?

I have some code which used to work fine (I just checked with an old executable) but now its broken.

I'm getting an error that data=zero when I pass a pointer to an object containing an Image to a new Thread for processing. If I choose to run the static function in the same thread its fine (but obviously I dont want to do that as its clunky) but if I spawn a new thread I can access all other properties of my object except the Image member's data.

Nick

Is it Win32 or Linux issue? (See my other reply/fix).

Mirek

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