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Subject: Re: A little theming

Posted by [mrjt](#) on Wed, 15 Oct 2008 15:41:27 GMT

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cbpporter wrote on Wed, 15 October 2008 16:07Quote:

There is a bit more bodging with StringStreams because for some reason PNGRaster and PNGEncoder are slightly incompatible.

What do you mean by that?

PNGRaster doesn't seem to read quite all of the data that's written by PNGEncoder:

```
int beefin = 0xDEADBEEF;
```

```
int beefout;
```

```
stringstream s;
```

```
PNGEncoder().Save(s, CtrlImg::HelpCursor1());
```

```
s % beefin;
```

```
s.SetLoading();
```

```
s.Seek(0);
```

```
Image img = PNGRaster().Load(s);
```

```
s % beefout;
```

```
ASSERT(!IsNull(img));
```

```
ASSERT(beefin == beefout);
```

In this example the Image is read correctly but 'beefin == beefout' asserts because beefout is read from the incorrect point in the stream.

I avoided this in the code above by encoding the png into a String first so that you can guarantee the correct number of bytes are read, but really it should be fixed.

Edit: Tested on 2008.1

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