Subject: Re: Linking standard libraries
Posted by dolik.rce on Tue, 24 Jul 2012 05:13:35 GMT

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mirek wrote on Sun, 22 July 2012 18:26I am afraid that the new code does not have the same error handling as the old one - you can quickly demonstrate that using examples/ImageView, which now does not work.

Mirek

Well, the error handling is working well. The problem seems to be that sizeof(jpeg_decompress_struct) returns different values in different files. In jpgupp.cpp it evaluates to 448 and in jdapimin.c it results to 488. The sanity checks in libjpeg catch this and throw out an error, which is quite reasonable.

I was so far not successful in finding why it happens. I suspected difference between code compiled as c++ and that compiled as plain c. Also, I checked that the jpeglib.h where the struct is defined is preprocessed the same way in both situations. Even when trying with various combinations of parameters (especially -Os/-O3), I was not able to reproduce it in a simpler testcase...

So my quest to hunt this bug down will have to continue. I just wanted to share my above findings in case someone has some idea what could be thee cause and also because it is nice example of what can go wrong when mixing C++ and C

Honza