
Subject: Re: Crash in Painter

Posted by [mirek](#) on Sat, 09 Feb 2013 12:05:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

I have examined the code, looks OK. I have put a new assert there:

```
Image DownScale(const Image& img, int nx, int ny)
{
    ASSERT(nx > 0 && ny > 0);
    Size ssz = img.GetSize();
    Size tsz = Size((ssz.cx + nx - 1) / nx, (ssz.cy + ny - 1) / ny);
    int div = nx * ny;
    Buffer<RGBA> b(tsz.cx);
    ImageBuffer ib(tsz);
    RGBA *it = ~ib;
    int scx0 = ssz.cx / nx * nx;
    for(int yy = 0; yy < ssz.cy; yy += ny) {
        for(int i = 0; i < tsz.cx; i++)
            b[i].Clear();
        for(int yi = 0; yi < ny; yi++) {
            int y = yy + yi;
            if(y < ssz.cy) {
                const RGBA *s = img[y];
                const RGBA *e = s + scx0;
                const RGBA *e2 = s + ssz.cx;
                RGBA *t = ~b;
                while(s < e) {
                    for(int n = nx; n--;)
                        t->Put(*s++);
                    t++;
                }
                while(s < e2)
                    t->Put(*s++);
                ASSERT(s <= ~img + img.GetLength());
            }
        }
        const RGBA *s = ~b;
        for(int x = 0; x < tsz.cx; x++)
            *it++ = (s++)->Get(div);
    }
    return ib;
}
```

and played for a while with PainterExamples, still OK.

-> I am afraid that I will need more detailed information. E.g. DDUMPs of ssz, tsz, div, it and scx0.

Is not it possible that Image was somewhat damaged?

Mirek
