Subject: Re: Current porting state?
Posted by lundman on Wed, 13 Sep 2006 01:27:06 GMT
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I do not know if I am doing it the correct way, but I exported the Makefile for HelloWorld and set to.

The flagUSEMALLOC, when enabled, created some undefined references MemoryDumpLeaks() in Core.h, which was easy to fix, but I took out USEMALLOC anyway.

Compiling HelloWorld failed due to:

StaticCriticalSection::Initialize

So I wrapped the prototype in #ifdef _MULTITHREADED in mt.h

Then we were linked. Still cores in identical memset(), commented out.

Cores in UnpackRLE, so I made it just return s;

Cores in memcpy:82 Util.h

Cores in memset:273 Image.cpp

At this point I get the Window comes up, with working menu bar.

Picking About will core again, this time in:

```
Program received signal EXC_BAD_ACCESS, Could not access memory.
Reason: KERN_INVALID_ADDRESS at address: 0x36340834
0x000e14fc in BltAAMapRGBA4 (dest=0x6888c00, s=0x36340834, map=0x6377080) at
/Users/lundman/uppsrc/uppsrc/Draw/ImageScale.cpp:278
278   dest[0] = (s[0].b + s[step].b + s[2 * step].b + s[3 * step].b) << 6;
(gdb) p s
$1 = (const RGBA *) 0x36340834
(gdb) p *s
Cannot access memory at address 0x36340834
```

Why is it that your RGBA's, which seem to be defined as "RGBA *" or, pointers to an RGBA, end up with the RGBA value "0x36340834" (which looks like a clean RGBA value to me) instead of a pointer to said value.

Almost like:
 RGBA *rgba;
 *rgba = value;
.. is interpreted as "*(rgba)=value;" instead of the correct
"(*rgba)=value;".