
Subject: Re: Current porting state?

Posted by [mirek](#) on Wed, 13 Sep 2006 09:45:24 GMT

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```
Image::Image(const Init& init)
{
    ASSERT(init.info[0] >= 1);
    Size sz;
    sz.cx = PeekIL(init.info + 1);
    sz.cy = PeekIL(init.info + 5);
    ImageBuffer b(sz);
    int i = 0;
    while(i < init.scan_count) {
        UnpackRLE(b[i], (const byte *)init.scans[i], sz.cx);
        i++;
    }
    while(i < sz.cy)
        memset(b[i++], 0, sizeof(RGBA) * sz.cx);
    b.SetHotSpot(Point(PeekIL(init.info + 9), PeekIL(init.info + 13)));
    Set(b);
}
```

Maybe PeekIL is the cause as it is affected by endianness.

It is defined in Core/util.h, util.cpp.

Maybe it is worth checking what is the status of

```
CPU_X86
CPU_LE
CPU_UNALIGNED
```

macros....
