
Subject: Re: Image tutorial finished...

Posted by [mirek](#) on Sun, 17 Sep 2006 21:28:34 GMT

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2. - thanks!

4, 5, 6 - there is a stupid bug OpenAny unfortunately.

Quick fix:

```
One<StreamRaster> StreamRaster::OpenAny(Stream& s)
{
    INTERLOCKED_(sAnyRaster)
    for(int i = 0; i < Map().GetCount(); i++) {
        int64 p = s.GetPos();
        One<StreamRaster> raster = (*RasterFactory(Map()[i]))();
        s.ClearError();
        if(raster->Open(s))
            return raster;
        s.ClearError();
        s.Seek(p);
    }
    return NULL;
}
```

(The problem is that GIF loader uses serialization, which in case the file is not GIF fails and puts the Stream into Error mode. Seek is then not performed).
