Subject: Re: some jpgs don't open & slow Stream to Raster
Posted by Mountacir on Thu, 18 Nov 2021 01:31:34 GMT

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mirek wrote on Wed, 17 November 2021 10:20Ausin2029 wrote on Wed, 17 November 2021 03:12I just figured out that the problem is the build "CLANG/CLANGx64", I changed it to "MSVS19x64" and now all my images open with my code and ImageView example.
Not sure what's the exact cause, but I'll stick with MSVS19x64 for now.

Thank you.

I have tracked the problem down to the bug in clang64 toolchain (reported here: https://github.com/mstorsjo/llvm-mingw/issues/242)

For now, it is fixed by increasing allocation limit for plugin/jpg. If you do not want to reinstall U++, you can fix that by adding

#define DEFAULT_MAX_MEM 1024*1024*256

at the start of plugin/jpg/lib/jconfig.h

Thank you very much for the fix, much appreciated!