Subject: Crash when loading some jpeg files
Posted by pvictor on Tue, 10 Jan 2023 08:52:20 GMT
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Hi,

While working with thousands of jpeg files, I've found a few, which cause app crash.
One of them is attached.

Here's a simple testcase:
Test.upp:

```
description "Test\377";

uses
 Core,
 plugin/jpg;

file
 Test.cpp;

mainconfig
 "" = "";
```

Test.cpp:

```
#include <Core/Core.h>
#include <Draw/Draw.h>

using namespace Upp;

CONSOLE_APP_MAIN {
 String im = LoadFile("/tmp/test.jpg");
 Image img = StreamRaster::LoadStringAny(im); // Segmentation fault (core dumped)
 Cout() << "OK\n";
}
```

TheIDE: 16666
OS: Ubuntu 20.04

Best regards,
Victor

File Attachments

1) test.jpg, downloaded 700 times


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