
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 41 times
