
Subject: Re: Issue loading TIFF images with plugin/TIF

Posted by [Tom1](#) on Tue, 24 Jan 2023 13:04:19 GMT

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Hi,

I have now implemented those GeoTIFF features I presented above for tifupp.cpp externally, calling libtiff of plugin/tif directly. I also avoided the FetchPage issue (black area with large images) and horizontal mirroring crash with strangely oriented images by using this approach. Therefore, I do not need merging of those new features to plugin/tif anymore. However, someone else might find them useful, so please proceed as you prefer.

The crash when loading JPEG compressed TIFF images is still there with Windows (not Linux though). So, I guess it is a bug in libtiff, not plugin/tif. Anyway, this requires further digging. The sample file is:

<https://www.marinha.mil.br/chm/sites/www.marinha.mil.br.chm/files/geotiff/22700geotiff.zip>

I think that updating the libtiff to its latest version (4.5.0 at this time) might be useful as there is a continuous bug fixing and development going on.

Also, it might be useful to add support for COMPRESS_ZSTD and COMPRESS_LZMA, if possible through using existing plugin/zstd and plugin/lzma. (COMPRESS_LZW and COMPRESS_DEFLATE work well as is.)

Best regards,

Tom

EDIT: So, the above JPEG compressed TIFF image loads correctly in Linux 64 bit. However it also loads correctly in Windows when ImageViewer is built with CLANG (32-bit) or MSBT22 (32-bit), but crashes in `__intrinsic_setjmp()` with both CLANG64 and MSBT22x64. Don't know how to fix this.
