

---

Subject: MacOS X woes

Posted by [mirek](#) on Fri, 15 Dec 2006 12:52:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lundman wrote on Fri, 15 December 2006 07:22

Got it and recompiled all, but no difference, core the same place, the same backtrace. At what place to you pull out the number of images so I can check we are getting a sane value? All I see is zeros.

Well, it is a little bit complicated....

There are two .iml formats.

I guess we are dealing here with newer one. In the new format, there are image headers (with names) and images are compressed in about 4KB blocks (because compressing several small images together yields better compression ratio than compressing them individually).

The problem here is most likely that number of headers does not match number of images in compression blocks (there is more headers).

The critical function to investigate first is IMHO:

```
Vector<Image> UnpackImlData(const String& d)
```

placing a couple of LOGs and DUMPs there might reveal what is going on.

BTW, moving this to the forum...

Mirek

---