

---

Subject: Re: MacOS X woes

Posted by [lundman](#) on Fri, 15 Dec 2006 13:07:07 GMT

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

---

I'm not so good at your debug code, but gdb I can handle... just doing a quick run through of the UnpackImlData() function, what should "len" normally be? I would guess this number is large:

(First pass, first image)

```
(gdb) p ib
```

```
$9 = {
```

```
  <NoCopy> = {<No data fields>},
```

```
  members of ImageBuffer:
```

```
  kind = 0,
```

```
  size = {
```

```
    <Moveable<Size_<int>,EmptyClass>> = {
```

```
      <> = {<No data fields>}, <No data fields>},
```

```
    members of Size_<int>:
```

```
    cx = 3328,
```

```
    cy = 3328
```

```
  },
```

```
  pixels = {
```

```
    <Moveable<Buffer<RGBA>,EmptyClass>> = {
```

```
      <> = {<No data fields>}, <No data fields>},
```

```
    members of Buffer<RGBA>:
```

```
    ptr = 0x428a008
```

```
  },
```

```
  hotspot = {
```

```
    <Moveable<Point_<int>,EmptyClass>> = {
```

```
      <> = {<No data fields>}, <No data fields>},
```

```
    members of Point_<int>:
```

```
    x = 256,
```

```
    y = 256
```

```
  },
```

```
[snip]
```

```
(gdb) n
```

```
240          s += 13;
```

```
(gdb) n
```

```
241          int len = ib.GetLength();
```

```
(gdb) p len
```

```
$10 = 11075584
```

Am I getting warmer?

---