
Subject: Re: MacOS X woes
Posted by [lundman](#) on Fri, 15 Dec 2006 13:19:14 GMT
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If I'm posting too much, just tell me off

```
#1 0x002ffbd0 in UnpackImIData (d=@0xbfff78c) at ImageBlit.cpp:237
237          ImageBuffer ib( Peek16le(s + 1), Peek16le(s + 3));
```

(gdb) x/16x s

```
0xffb014:  0x000d000d  0x00010001  0x00000000  0x00000000
0xffb024:  0x00000000  0x00000000  0x00b2b2be  0xff676789
```

So +1, and +3 should be 0d00 0d00, in LE, or rather, 13x13. However, I get 3328. (\$D00)
Peek16le isn't flipping?