
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 UnpackImldata (d=@0xbffff78c) 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?
