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Subject: Re: MacOS X woes  
Posted by [lundman](#) on Sat, 16 Dec 2006 01:49:52 GMT  
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I can confirm that with the following hack

ImlFile.cpp:112

```
if (image.size.cx > 1000) {  
    image.size.cx = 16;  
    image.size.cy = 16;  
}
```

...since I know that my two icons are 16x16...

The image editor loads without core dumping, and displays my first icon just fine.

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