Subject: Re: MacOS X woes
Posted by lundman on Sat, 16 Dec 2006 01:49:52 GMT

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.