Subject: Re: libpng runtime errors in user app
Posted by mirek on Wed, 31 Jan 2007 13:47:24 GMT

ebojd wrote on Wed, 31 January 2007 04:23
I am playing with a couple of examples (CodeMetric, ImageView) to form a basis for one of my applications. I am currently getting the following runtime error (not: I cannot cut from theide error window to the web browser so I am typing the salient pieces here):

  Failed to read valid object from image memory.
  ...

  libpng error: Incompatible libpng version in application and
  library

  <standard SIGSEGV segfault mesage>
  0xb7dfc00e in png_destroy_read_struct () from
  /usr/lib/libpng12.so.0

I'll go back to some old code and try to work at it from a different direction, but can anyone offer some suggestions why theide is using the libpng that is in /usr/lib instead of the one that is built in the pluggins?

  Thanks,

Which version of U++?

I am afraid this can be the result of our recently changed resolution to load gtk at runtime using dlopen.

Means there is a hope it will be OK in the next version.

Mirek