Subject: Image tutorial finished...
Posted by mirek on Mon, 11 Sep 2006 10:10:23 GMT
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http://upp.sourceforge.net/srcdoc$Draw$ImgTutorial$en-us.htm l

Subject: Re: Image tutorial finished...
Posted by lindquist on Thu, 14 Sep 2006 00:17:33 GMT
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Very nice work. I will be looking closer at this soon

Subject: Re: Image tutorial finished...
Posted by Werner on Sun, 17 Sep 2006 14:52:37 GMT
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luzr wrote on Mon, 11 September 2006 12:10
http://upp.sourceforge.net/srcdoc$Draw$ImgTutorial$en-us.htm l

Assuming that comments are welcome:

2. Image list classes as arrays

I would have appreciated a comment on the origin of I_Circle. It isn't obvious that "iml_header.h" constructs an enum of all images of IMAGEFILE named "I_<name_of_image>". Or is this analysis wrong?

4. Loading Images from file

TIF (TIFF) and PNG files don't seem to work. Although I checked the validity of the respective files the program responded: "No image loaded!" (Yes! I added plugin\tif and plugin\png.)

5. Processing raster images by scanlines
Apart from TIF (TIFF) and PNG files (cmp. #4) BMP files don't work.

Werner

Subject: Re: Image tutorial finished...
Posted by mirek on Sun, 17 Sep 2006 21:28:34 GMT
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2. - thanks!

4, 5, 6 - there is a stupid bug OpenAny unfortunately.

Quick fix:

```
One<StreamRaster> StreamRaster::OpenAny(Stream& s)
{
 INTERLOCKED_(sAnyRaster)
  for(int i = 0; i < Map().GetCount(); i++) {
   int64 p = s.GetPos();
   One<StreamRaster> raster = (*RasterFactory(Map()[i]))();
   s.ClearError();
   if(raster->Open(s))
    return raster;
   s.ClearError();
   s.Seek(p);
  }
 return NULL;
}
```

(The problem is that GIF loader uses serialization, which in case the file is not GIF fails and puts the Stream into Error mode. Seek is then not performed).

Subject: Re: Image tutorial finished...
Posted by Werner on Mon, 18 Sep 2006 13:50:00 GMT
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luzr wrote on Sun, 17 September 2006 23:282. - thanks!

4, 5, 6 - there is a stupid bug OpenAny unfortunately.

Quick fix:

```
One<StreamRaster> StreamRaster::OpenAny(Stream& s)
{
 INTERLOCKED_(sAnyRaster)
  for(int i = 0; i < Map().GetCount(); i++) {
   int64 p = s.GetPos();
   One<StreamRaster> raster = (*RasterFactory(Map()[i]))();
   s.ClearError();
   if(raster->Open(s))
    return raster;
   s.ClearError();
   s.Seek(p);
```

```
  }
 return NULL;
}
```

(The problem is that GIF loader uses serialization, which in case the file is not GIF fails and puts the Stream into Error mode. Seek is then not performed).

Thank you very much for your answer.

I re-checked the issue using

- Windows XP,
- MSC8,
- the new 609-dev2,
- your above cited patch.

All problems seem to be solved now except one :

TIF (TIFF) files can neither be opened with Image04 nor can they be edited with Image05. (It goes without saying that this is true even if the "plugin\tif" package is added.) And the TIF (TIFF) files are not to blame: to reinsure this I opened them using Photoshop, GIMP, and IrfanView: no problems!

Werner

Subject: Re: Image tutorial finished...
Posted by mirek on Mon, 18 Sep 2006 15:03:52 GMT
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Werner wrote on Mon, 18 September 2006 09:50luzr wrote on Sun, 17 September 2006 23:282. - thanks!

4, 5, 6 - there is a stupid bug OpenAny unfortunately.

Quick fix:

```
One<StreamRaster> StreamRaster::OpenAny(Stream& s)
{
 INTERLOCKED_(sAnyRaster)
  for(int i = 0; i < Map().GetCount(); i++) {
   int64 p = s.GetPos();
   One<StreamRaster> raster = (*RasterFactory(Map()[i]))();
   s.ClearError();
```

```
   if(raster->Open(s))
    return raster;
   s.ClearError();
   s.Seek(p);
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Werner

Thanks. This most likely looks like problem in TIF plugin. Frankly, since Tom have adapted it several weeks ago, no one really tested it