
Subject: libpng runtime errors in user app
Posted by [ebojd](#) on Wed, 31 Jan 2007 09:23:03 GMT
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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 the 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 message>
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 the application is using the libpng that is in /usr/lib instead of the one that is built in the plugins?

Thanks,

Subject: Re: libpng runtime errors in user app
Posted by [mirek](#) on Wed, 31 Jan 2007 13:47:24 GMT
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ebojd wrote on Wed, 31 January 2007 04:23

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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

Subject: Re: libpng runtime errors in user app
Posted by [ebojd](#) on Thu, 01 Feb 2007 06:44:30 GMT
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Sorry about that...

The current version that I am running is 701.r50 (built from svn tree with adapted Makefiles from one of the beta releases).

Late this afternoon I got the example to work starting from a previous attempt at the same application. I have no idea what I broke when I was playing around.