Subject: Multithreaded Animated GIF
Posted by rainbowsally on Sat, 20 Dec 2014 18:39:02 GMT

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Probs with animated gif.

Using Linux, with the default BLITZ stuff. Compiled from 5485 sources.

1. error missing format string.

/home/USER/upp/uppsrc/plugin/tif/tifupp.cpp:909:37: warning: format not a string literal and no format argu
 ments [-Wformat-security]
   TIFFError(TIFFFileName(tiff), emsg);

I modified one line (below).

```
// around line 908
 char emsg[1024];
 if(!TIFFRGBAImageBegin(this, tiff, 0, emsg)) {
  // TIFFError(TIFFFileName(tiff), emsg);
  TIFFError("%s %s", TIFFFileName(tiff), emsg); // -rs
  page_error = true;
  return false;
 }
// --
```

The error handler takes a fmt and va_list but I haven't found the definition of TIFFError() and so I'm not sure this is exactly right.

At least gets past the compiler warnings but the parameter list should be verified by someone that knows their way around in the sources.

2. Something in the #includes isn't working right. In order to enable multithreading by way of uppconfig.h all three of these appear to need to be defined.

[Edited to avoid redefs caused by BLITZ or something.]
File: uppsrc/uppconfig.h

```
// -rs
#ifndef UPPCONFIG_H
#define UPPCONFIG_H

#ifndef flagMT
#define flagMT
```

```
#define _MULTITHREADED
#define MULTITHREADED
#endif

#endif // UPPCONFIG_H
```

[Edited...]
And add the #include in CtrlCore/CtrlCore.h so it gets set

```
#ifndef CTRLCORE_H
#define CTRLCORE_H

#include <uppconfig.h> /* -rs added */
```

There IS another way, but that is to add -DflagMT to GCC.bm in the *OPTIONS flags.

And somehow that appears to turn on the _MULTITHREADDED and MULTITHREADDED #defines properly, which is why I suspect something isn't loading the uppconfig.h file at the right time.

Then finally, to see the demo, load an animated gif and hit the "next image" button. That button does nothing in single threaded mode.

Subject: Re: Multithreaded Animated GIF
Posted by mirek on Wed, 24 Dec 2014 11:21:31 GMT
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rainbowsally wrote on Sat, 20 December 2014 19:39Probs with animated gif.

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MT is main config flag. Click Project/Main package configuration, then click on configuration line, click right arrow, set 'Multithreaded'.

Mirek

Subject: Re: Multithreaded Animated GIF
Posted by rainbowsally on Thu, 25 Dec 2014 13:53:17 GMT
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Thanks.