Subject: FileSelPreview - No previews bmp files (UPP 10694, 64bit, GCC, C++11)
Posted by SergeA on Thu, 12 Jan 2017 08:50:05 GMT
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Correct in bmphdr.h

.....
//#ifdef COMPILER_MSC
#pragma pack(push, 1)
//#endif
.....
.....
.....
//#ifdef COMPILER_MSC
#pragma pack(pop)
//#endif
.....

Subject: Re: FileSelPreview - No previews bmp files (UPP 10694, 64bit, GCC, C++11)
Posted by SergeA on Tue, 17 Jan 2017 10:02:49 GMT
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//Fix in bmphdr.h

```
#ifndef _nImage__bmp_h_
#define _nImage__bmp_h_

//#ifdef COMPILER_MSC
#if defined(COMPILER_MSC) || defined(COMPILER_MINGW)
#pragma pack(push, 1)
#endif

.....

//#ifdef COMPILER_MSC
#if defined(COMPILER_MSC) || defined(COMPILER_MINGW)
#pragma pack(pop)
#endif

struct BMPHeader : public BMP_INFOHEADER
{
 BMP_RGB palette[256];
};
```

#endif

Subject: Re: FileSelPreview - No previews bmp files (UPP 10694, 64bit, GCC, C++11)
Posted by mirek on Tue, 17 Jan 2017 15:34:48 GMT
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Thanks, good catch. It is most likely mingw bug, as the issue should be managed by __attribute__((pack)), but no reason not to fix it this way...

Subject: Re: FileSelPreview - No previews bmp files (UPP 10694, 64bit, GCC, C++11)
Posted by SergeA on Fri, 20 Jan 2017 13:37:59 GMT
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upp-mingw-10732, file upp\uppsrc\plugin\bmp\bmphdr.h

Hello!
I'm not sure that it is necessary to specify COMPILER_GCC here.

```
#if defined(COMPILER_MSC) || defined(COMPILER_GCC)
#pragma pack(push, 1)
#endif

.....

//#ifdef COMPILER_MSC
#if defined(COMPILER_MSC) || defined(COMPILER_GCC)
#pragma pack(pop)
#endif
```

Rather MINGW as he sharpened by compatibility with visualc therefore likely

```
#if defined(COMPILER_MSC) || defined(COMPILER_MINGW)
#pragma pack(push, 1)
#endif

.....

//#ifdef COMPILER_MSC
#if defined(COMPILER_MSC) || defined(COMPILER_MINGW)
#pragma pack(pop)
```

#endif

Subject: Re: FileSelPreview - No previews bmp files (UPP 10694, 64bit, GCC, C++11)
Posted by mirek on Fri, 20 Jan 2017 17:56:04 GMT
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SergeA wrote on Fri, 20 January 2017 14:37upp-mingw-10732, file upp\uppsrc\plugin\bmp\bmphdr.h

Hello!
I'm not sure that it is necessary to specify COMPILER_GCC here.

#if defined(COMPILER_MSC) || defined(COMPILER_GCC)
#pragma pack(push, 1)
#endif

Well, it does not hurt either. It appears to be GCC feature, not just mingw.

https://gcc.gnu.org/onlinedocs/gcc-5.4.0/gcc/Structure-Packi ng-Pragmas.html

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Subject: Re: FileSelPreview - No previews bmp files (UPP 10694, 64bit, GCC, C++11)
Posted by Klugier on Fri, 20 Jan 2017 20:27:13 GMT
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Hello,

So, if GCC supports #pragma push, pop should we have following code now (Used several times in bmphdr.h!):

#ifdef COMPILER_GCC
__attribute__((packed))
#endif

I think it could be redundant, but I am not sure - so I am waiting for your opinion.

Sincerely,
Klugier

Subject: Re: FileSelPreview - No previews bmp files (UPP 10694, 64bit, GCC, C++11)
Posted by mirek on Sat, 21 Jan 2017 11:45:49 GMT
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Klugier wrote on Fri, 20 January 2017 21:27Hello,

So, if GCC supports #pragma push, pop should we have following code now (Used several times in bmphdr.h!):

```
#ifdef COMPILER_GCC
__attribute__((packed))
#endif
```

I think it could be redundant, but I am not sure - so I am waiting for your opinion.

Sincerely,
Klugier

Not sure. In these matters all I can say: if it does work, do not break it.

Perhaps some compiler version has attribute working and pack pragma not. Or vice versa. Current MINGW certainly has attribute broken...