
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 bmp_hdr.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 bmp_hdr.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-Packing-Pragmas.html>

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 bmp HDR.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...
