U++ - Feature #247
Use shared bz2, jpeg, tiff in linux

01/30/2012 01:55 PM - Miroslav Fidler

Status:	In Progress		**Start date:**	01/30/2012
Priority:	Normal		**Due date:**	
Assignee:	Jan Dolinár		**% Done:**	0%
Category:	General		**Estimated time:**	0.00 hour
Target version:			**Spent time:**	0.00 hour

Description

History

#1 - 02/02/2012 07:02 PM - Jan Dolinár

- File plugin_jpg.zip added

- Status changed from New to In Progress

Hi, here is a possible solution to libjpeg problems (http://www.ultimatepp.org/forum/index.php?t=msg&th=6518&goto=35316#msg_35316). It is based on libjpeg-turbo and implements libjpeg interface version 8b. The trick is in using separate package for original sources. It is not elegant, and I don't like that it adds additional line in the package list, but I guess it is the simplest working solution.

IMPORTANT: It breaks current plugin/tiff, so it can't be included in trunk yet. Tiff is next in line for conversion :)

#2 - 02/02/2012 07:07 PM - Jan Dolinár

PS: So far, I tested it with MSC9 only. I'm not sure about the results with MinGW...

#3 - 02/10/2012 01:23 PM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Jan Dolinár

(i think it is officially your task now ;)

#4 - 02/23/2015 03:53 PM - Miroslav Fidler

- Priority changed from Immediate to Normal

Files

plugin_jpg.zip	438 KB	02/02/2012		Jan Dolinár