

Doomsday Engine - Bug #361

Possible fix for bug 1504116: Mac screenshot issues

2006-09-06 20:19 - zachkeene

Status: Closed	Start date: 2006-09-06
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version:	
Description I haven't had a chance to test this on the Mac yet, but it should work (famous last words.) I can confirm that it works on Linux. This patch works around two potential problems with populating a struct then fwrite()ing it: the obvious endianness issues that were responsible for this bug, and there's no guarantee that the TARGA_HEADER struct will be 18 bytes. (Compilers can add padding bytes to structs if they think it'll be useful. While this apparently doesn't happen in this case on any of the platforms Doomsday currently supports, it can't hurt to be safe.) Labels: Graphics	

History

#1 - 2006-09-06 20:21 - zachkeene

Logged In: YES
user_id=1103163

Crap, this should have went to the Patches section. Sorry.