

## Doomsday Engine - Bug #900

### deprecated png members in gl\_png.c

2010-04-22 01:31 - arclore

<b>Status:</b> Closed	<b>Start date:</b> 2010-04-22
<b>Priority:</b> Normal	<b>% Done:</b> 100%
<b>Assignee:</b>	
<b>Category:</b>	
<b>Target version:</b> 1.9.0-beta6	

**Description**

The PNG\_Load() function accesses members of png\_info directly (png\_info->bit\_depth etc.). The libpng guys would rather people not do this. These members are marked as deprecated in the current version, and have already been privatized in the dev version. <http://libpng.sourceforge.net/index.html>

I've made an edited version that uses the appropriate png\_gets. What do you think?

Summary:  
declare additional variables  
png\_uint\_32 twidth, theight, retpal;  
int bit\_depth, color\_type, num\_palette;  
png\_byte channels;  
png\_colorp palette;  
call png\_get\*  
png\_get\_IHDR(png\_ptr, png\_info, &twidth, &theight, &bit\_depth,  
&color\_type, NULL, NULL, NULL);

```
channels = png_get_channels(png_ptr, png_info);  
retpal = png_get_PLTE(png_ptr, png_info, &palette,  
                    &num_palette);
```

replace:  
png\_info->width with 'twidth'  
png\_info->height with 'theight'  
all other png\_info->\* with \* (ie png\_info->bit\_depth with bit\_depth)

**Labels:** OpenGL Renderer

### History

#### #1 - 2010-04-18 00:29 - arclore

doomsday/engine/portable/src

#### Attachments:

- [http://sourceforge.net/p/deng/bugs/discuss/thread/10124b5c/239e/attachment/gl\\_png\\_alt.c](http://sourceforge.net/p/deng/bugs/discuss/thread/10124b5c/239e/attachment/gl_png_alt.c)

#### #2 - 2010-04-22 01:31 - skyjake

Fixed in 1.9.7.