

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

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Date: : 2020/3/14 16:31:56

URL:

@Samo

Our beloved threaded curl :) That for later for sure then.

@All

I tried to update libpng to the latest one, and while fixing odyssey code was easy (just one place), I have some strange issue: 2 animation-png-images stop working. I.e. render nothing, while files loads for sure (i can see it via snoopy)

One animation used for tab-animation when loading, and another one used on the top right side (that compas). They placed in the Resource/ dir of Odyssey and named "transferanim.png" and "transferanim\_tab.png".

They used from code there:

<https://github.com/kas1e/Odyssey/blob/.../tabtransferanimclass.cpp>

And there:

<https://github.com/kas1e/Odyssey/blob/.../hOS/transferanimclass.cpp>

Via snoopy I can see that file surely opens fine, and loads. Just visually when the animation should start nothing visibly.

I think that maybe those 2 resources files need updating to be compliant with 1.6.x? I thinking at first that maybe those files are APNG, but seems nope, at least it didn't contain usual apng chunks...

Any ideas welcome!