

## Doomsday Engine - Bug #724

### PNG texture makes jHeretic crashes starting episode 1

2009-07-02 01:30 - flaviok

<b>Status:</b>	Closed	<b>Start date:</b>	2009-07-02
<b>Priority:</b>	Normal	<b>% Done:</b>	100%
<b>Assignee:</b>	skyjake		
<b>Category:</b>			
<b>Target version:</b>	1.9.0-beta6		
<b>Description</b>			
<p>I have a file named 'data.zip' that contains a PNG texture. I load it as the only add-on in Snowberry and start Heretic. The game starts normally, but when I start episode 1, the game crashes.</p> <p>I can view that texture with no problem with programs like the Windows image viewer, GIMP or IrfanView.</p> <p>If I re-save it with i.e. GIMP making no changes at all, the crash doesn't happen.</p>			
<b>Labels:</b> jHeretic			

#### History

##### #1 - 2009-07-02 01:30 - flaviok

The file containing the PNG texture.

##### Attachments:

- <http://sourceforge.net/p/deng/bugs/discuss/thread/f3673c6c/13e4/attachment/data.zip>

##### #2 - 2009-07-02 10:53 - skyjake

Upon first examination it seems that it crashes because PNG\_Load() does not have the palette information from the attached 256-color paletted PNG. Maybe PNG\_Load() is doing something wrong, as the image is shown correctly elsewhere.

##### #3 - 2009-07-02 11:02 - skyjake

Fixed for 1.9.0-beta6.4. PNG\_Load() didn't treat grayscale PNGs correctly -- it assumed they were paletted images instead.