Smuxi Issues [FROZEN ARCHIVE] - Bug # 230: Startup Error in Windows: Unrecognized image file format

Status:	Closed	Priority:	Normal		
Author:	Ethan Lee	Category:	Other		
Created:	11/02/2009	Assigned to:	Mirco Bauer		
Updated:	03/18/2013	Due date:			
Complexity:					
Found in Version:					
Subject:	Startup Error in Windows: Unrecognized image file format				
Description:	I am running Windows Vista, using the standard installer (Gtk# for .Net 2.12.9) and Microsoft .NET				
	Framework 3.5.1. I have already restarted my computer after installing Smuxi. When I try to launch it				
	(specifically, smuxi-frontend-gnome.exe), I consistently receive the following issue:				
	2009-11-02 08:28:03,198 [Main] INFO Smuxi.Engine.FrontendConfig - Loading config (FrontendConfig)				
	2009-11-02 08:28:03,198 [Main] INFO Smuxi.Engine.Config - Saving config				
	2009-11-02 08:28:03,213 [Main] FATAL Smuxi.Frontend.Gnome.MainClass - GLib.GException:				
	Unrecognized image file format				
	at Gdk.PixbufLoader.Write(Byte[] buf, UInt64 count)				
	at Gdk.PixbufLoader.LoadFromStream(Stream input)				
	at Gdk.PixbufLoader.InitFromAssemblyResource(Assembly assembly, String resource)				
	at Gdk.Pixbufctor(Assembly assembly, String resource)				
	at Smuxi.Frontend.Gnome.Frontend.Init(String[] args)				
	at Smuxi.Frontend.Gnome.MainClass.Main(String[] args)				
	Unhandled Exception: GLib.GException: Unrecognized image file format				
	at Gdk.PixbufLoader.Write(Byte[] buf, UInt64 count)				
	at Gdk.PixbufLoader.Vinte(Byte[] bdi, Offito4 count) at Gdk.PixbufLoader.LoadFromStream(Stream input)				
	at Gdk.PixbufLoader.InitFromAssemblyResource(Assembly assembly, String resource)				
	at Gdk.Pixbufctor(Assembly assembly, String resource)				
	at Smuxi.Frontend.Gnome.Frontend.Init(String[] args)				
	at Smuxi.Frontend.Gnome.MainClass.Main(String[] args)				

Associated revisions

12/03/2011 01:00 PM - Mirco Bauer

[Frontend-GNOME] Load PNG instead of SVG images, honor GTK+ icon themes and install icons into correct places

- Only load pre-scaled PNG image files in Smuxi so the SVG pixbuf loader for GDK is no longer needed. (closes: #230, #304)
- Load icons using Gtk.IconTheme to honor GTK+ icon themes. (closes: #472)
- Install SVG and PNGs into correct locations as per

GNOME Goal: Install theme-friendly icons [0]. (closes: #503)

[0]: http://live.gnome.org/GnomeGoals/AppIcon

12/04/2011 10:34 PM - Mirco Bauer

[Installer-Win32] Install GTK# 2.12.10 instead of 2.12.9

Now that Smuxi no longer loads SVG images, it can use the GTK# 2.12.10 installer which lacks SVG support. (references: #230)

With GTK# 2.12.10 the issue is fixed which un-maximized Smuxi when it was restored from minimize. (closes: #619)

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11/03/2009 01:56 PM - Christian Herrmann

this happens to me on linux (debian 5.0 minimal) aswell.

11/03/2009 08:27 PM - Christian Herrmann

My system configuration was like this before solving the issue:

I had a debian 5.0 minimal. Installed smuxi from backports deb file.

I started smuxi using X11 forwarding to another machine. -> Problem occured.

I tried to compile smuxi on that machine. I had to install libgnome2.0-cil.

After installed that package smuxi worked out of the box. Seems like there is a missing dependency.

11/08/2009 09:09 PM - Mirco Bauer

- Category set to Other
- Assigned to set to Mirco Bauer

Christian Herrmann wrote:

- > My system configuration was like this before solving the issue:
- > I had a debian 5.0 minimal. Installed smuxi from backports deb file.
- > I started smuxi using X11 forwarding to another machine. -> Problem occured.
- > I tried to compile smuxi on that machine. I had to install libgnome2.0-cil.
- > After installed that package smuxi worked out of the box. Seems like there is a missing dependency.

On Debian I could track this issue down to missing librsvg2-common, as that ships the SVG loader support for GTK+. I will add this package to the dependencies. No idea why it would file on Windows though, sure it's GTK# 2.12.9? Try reinstalling GTK#...

11/16/2009 10:56 PM - Ethan Lee

I reinstalled GTK#, but it still fails.

06/06/2010 06:35 PM - Mirco Bauer

Today I found a Smuxi user with exactly this problem and I could find the cause of it. If the user had another installation of a GTK+ based application like GIMP or Pigdin then the PATH environment variable will contain different GTK+ versions at the same time. The first GTK+ version that is listed will get used and that one might not have SVG support! I don't really know a solution except removing the other GTK+ installs or change the order in the PATH variable.

01/31/2011 06:26 PM - Mirco Bauer

- File gtk-sharp-svg-test.exe added

Here is a simple test application that can be used to test wether GTK# with SVG support works correctly.

01/31/2011 06:31 PM - Mirco Bauer

- File gtk-sharp-svg-test.cs added

01/31/2011 06:40 PM - Mirco Bauer

- File gtk-sharp-svg-test-x86.exe added

01/31/2011 07:20 PM - Mirco Bauer

19:59:52 <SilentException> i did a complete uninstall of gtk#

20:00:22 <SilentException> and in add remove programs i had two of them (one was older)!

20:00:42 <SilentException> but i never installed gtk#, first time hearing of it :S

20:01:00 <SilentException> now i removed both and will install again

20:11:02 <SilentException> ok, now i don't have two in add/remove programs

20:11:16 <SilentException> and test program ran ok (with the icon)!

20:11:30 <SilentException> awesome, smuxi also started:)

20:15:20 <meebey> SilentException: for the record, which exact gtk# install/version is now installed?

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20:16:57 <SilentException> right now on win 7 i have "Gtk# for .Net 2.12.9"

03/10/2011 09:01 PM - Mirco Bauer

It seems like the GTK# 2.12.10 installer is lacking SVG support:

2011-03-10 21:43:49,050 [Main] FATAL Smuxi.Frontend.Gnome.MainClass - GLib.GException: Unrecognized image file format

- at Gdk.PixbufLoader.Write(Byte[] buf, UInt64 count)
- at Gdk.PixbufLoader.LoadFromStream(Stream input)
- at Gdk.PixbufLoader.InitFromAssemblyResource(Assembly assembly, String resource)
- at Gdk.Pixbuf..ctor(Assembly assembly, String resource)
- at Smuxi.Frontend.Gnome.Frontend.Init(String[] args)
- at Smuxi.Frontend.Gnome.MainClass.Main(String[] args)

03/24/2011 09:36 PM - Robert Nordan

Mirco Bauer wrote:

> It seems like the GTK# 2.12.10 installer is lacking SVG support:

> [...]

I can confirm that there is a problem with gtk# 2.12.10, I got this error with it on Windows 7 (x64), after uninstalling and installing gtk # 2.12.9-2 Smuxi works like a charm! Took a look at the gtk# bug tracker, and it is a known bug: [[https://bugzilla.novell.com/show_bug.cgi?id=661405]]

12/03/2011 01:15 PM - Mirco Bauer

- Status changed from New to Closed
- % Done changed from 0 to 100

Applied in changeset commit: "e5d694e3ec01656546791b1a43762e4166fa5231".

12/21/2011 11:22 AM - Mirco Bauer

This change can be tested with a development build which can be obtained from here: http://www.smuxi.org/documentation/running-from-git/

03/18/2013 11:37 PM - Mirco Bauer

- File gtk-sharp-png-test.cs added
- File gtk-sharp-png-test-x86.exe added

Files

gtk-sharp-svg-test.exe	131.5 KB	01/31/2011	Mirco Bauer
gtk-sharp-svg-test.cs	414 Bytes	01/31/2011	Mirco Bauer
gtk-sharp-svg-test-x86.exe	131.5 KB	01/31/2011	Mirco Bauer
gtk-sharp-png-test.cs	447 Bytes	03/18/2013	Mirco Bauer
gtk-sharp-png-test-x86.exe	50 KB	03/18/2013	Mirco Bauer

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