
Subject: : TuneNet

Topic: : UADE Plugin Beta testing help needed!

Re: UADE Plugin Beta testing help needed!

Author: : salass00

Date: : 2012/8/14 13:30:21

URL:

@Thematic

Thanks to the debug output I've found the cause of the problem. It should be fixed in the 1.3 version of the plugin I've just uploaded.

BTW one "fun" fact that is visible from the debug output is that TuneNet always tries to open it's own executable when you start it from WB (probably the WB arguments parser in TuneNet forgets to skip the first WB arg which always points to the program's executable similar to argv[0] in CLI programs).

Quote:

```
TestPlayer called.  
testme: 656d26ec  
testbuffer: 60e176d4  
totalsize: 1107388  
testsize: 8192  
IsUADE called.  
IXpk: 696f35a0  
testbuffer contents: 7f454c46 01020100 00000000  
IsXPK: 0  
IXfd: 00000000  
IsXFD: 0
```

The testbuffer contains the ELF header (0x454c46 = 'ELF').