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Subject: Re: svd build - segmentation fault changing main package [bug]

Posted by [mdelfede](#) on Sun, 21 Oct 2007 19:33:14 GMT

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Looking more in depth, the bug happens when you exit theide after the main package selection, too... so it should be easier to find, I hope.

Just a question : the `::MemoryChech()` function does a complete heap check, even the freed blocks ?

Ciao

Max

EDIT : Investigating a bit more, I found that the heap corruption happens (at first) in the function `Ide::FlushFile()` when the line `Editor.Disable()` is called. If I suppress this line, the Ide goes a bit further before crashing again.

I guess it's something inside the assist editor....

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