Subject: Re: Different results from same code&settings
Posted by mr_ped on Sun, 07 Sep 2008 20:59:53 GMT
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"replace the files from my backup"
So are the files corrupted after such crashing run?

I don't see how this can be related, if you don't change anything in the sources and they remain intact.

What can make difference:
- first vs second compilation
especially if you restore your files from backup, they will have older timestamp, which will make BLITZ to behave more aggressively, compiling them very likely all in one big file.
Once you do some minor change (like space/enter) to some of the files, it will be not included into the big BLITZ for next X minutes, so the compilation process differs then.

- did you try "Clean [package]" or even "Rebuild All"?
 Sometimes some older object files are not recompiled when they should, especially if you keep restoring your source files, thus causing havoc to files timestamps. Rebuild All is a very basic step in search for mystic crashes.

- do you try debug vs release mode? This can make big difference for uninitialized variables content and their misuse. Sometimes debug version works even with bug, release will crash.

- there can be plenty of reasons for crash, from compiler bug (gcc 4.2 is bad, are you at 4.1 or 4.3?) to bug in application to HW problem. Hard to tell without actual sources.

 Try also Debug mode with "Run (in debugger)", maybe TheIDE will catch the crash and show you the place in source.