Subject: Re: AggCtrl

Posted by dolik.rce on Mon, 22 Sep 2008 20:40:30 GMT

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Hi,

I've just found that the code I posted above doesn't work properly in Release mode. Maybe some of you already found it too... I've tried to find different settings and here's how it worked:

GCC.Blitz.Gui.Shared: Not working

GCC.Debug_full.Gui.Release.Shared: Not working

GCC.Gui.Shared: Not working

GCC.Debug.Debug_full.Gui.Noblitz.Shared: OK

GCC.Debug.Debug_full.Gui.Shared: OK

For short: anything compiled in release mode crashed with "Out of memory" or "Invalid memory access" or tried to eat up all the memory on my box (got about 300MB in RAM + 800MB in swap before I killed it) In Debug mode everything works fine. I guess it must be some memory checks which are active only in release mode...

I have absolutly no idea what I do wrong I even tried to set full debug in release mode and run the app in debugger, but with no usefull results (btw: do the optimizations spoil debugging info?)

Could somebody give me a hint, please?

Thanks...

Update:

Never mind this message please... I've just found 2 uninitialized variables in constructor, which were causing the troubles