Would it be possible to also provide a precompiled DEBUG build of TheIDE for Linux? It would be easier to debug crashes in TheIDE this way. I understand that I should be able to compile one myself, but that one crashes before it starts. Here is the backtrace of the crash inside TheIDE which I compiled for DEBUG on Linux:#0 0x080cd6df in __atomic_add (__mem=0x104, __val=-1) at atomicity.h:51
#1 0x080ecb5f in AtomicDec (t=@0x104) at Mt.h:51
#2 0x082fc539 in Callback::Release() (this=0xbffe86a8) at Cbgen.h:48
#3 0x082d5517 in Callback::operator=(Callback const&) (this=0xbffe86a8, c=@0xbffe6720) at Cbgen.h:130
#4 0x081047b7 in WithDropChoice (this=0xbffe7fac) at DropChoice.h:227
#5 0x081ce721 in WithIDEFindReplaceLayout (this=0xbffe7e38) at CodeEditor.cpp:821
#6 0x081cdd78 in FindReplace (this=0xbffe7e38) at CodeEditor.cpp:821
#7 0x081c85a2 in CodeEditor (this=0xbffe7638) at CodeEditor.cpp:821
#8 0x08079c4a in AssistEditor (this=0xbffe7638) at Assist.cpp:8
#9 0x0809a40c in Ide (this=0xbffe6960) at idewin.cpp:283
#10 0x0809e23b in GuiMainFn_() () at idewin.cpp:615
#11 0x0809df48 in main (argc=1, argv=0xbfffd594, envptr=0xbfffd59c) at idewin.cpp:510
#12 0x4a200704 in __libc_start_main () from /lib/tls/libc.so.6

(gdb) frame 5
#5 0x081ce721 in WithIDEFindReplaceLayout (this=0xbffe7e38) at CodeEditor.cpp:821
821   CodeEditor::CodeEditor() {

(gdb) frame 4
#4 0x081047b7 in WithDropChoice (this=0xbffe7fac) at DropChoice.h:227
227   select.WhenDrop = callback(this, &WithDropChoice::DoWhenDrop);

(gdb) frame 3
#3 0x082d5517 in Callback::operator=(Callback const&) (this=0xbffe86a8, c=@0xbffe6720) at Cbgen.h:130
130   Release();

(gdb) frame 2
#2 0x082fc539 in Callback::Release() (this=0xbffe86a8) at Cbgen.h:48
48   void Release()   { if(action && AtomicDec(action->count) ==
0) delete action; }

(gdb) p *this
$2 = {<Moveable<Callback,EmptyClass>> = {<EmptyClass> = {<No data fields>}, <No data fields>}, action = 0x100}