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Subject: Re: GeoFun crashes under Ubuntu  
Posted by [dolik.rce](#) on Fri, 12 Apr 2013 07:31:59 GMT  
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deep wrote on Fri, 12 April 2013 09:06How to find solution for such problems. What will be the source of error when it works OK with one compile mode and gives error like this in other.

This program works when compiled with MinGW32 debug. And gives assertion error in all release modes.(WIN7)

ASSERT macros and messages are only defined in debug mode. In release mode, it should "just crash".

If debug asserts, and in optimal it works, then it might be in any part of code that is wrapped by `#define DEBUG` or similar. Also, there can be difference in default initialization of variables - in optimized modes, variables can contain random values before first assignment. Have you tried to run the application in debugger and inspect the values of the variables when it crashes?

The screenshot below shows assert in Vector code, which usually happens when you try to access item in vector with negative index, or with index bigger than size of the vector. You should check that in your code. Debugger can help with this too if you look in the stack frames above the one that asserts.

Best regards,  
Honza

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