Subject: Re: Problem re-compiling an application that was working well
Posted by jibe on Fri, 27 Jun 2014 10:16:58 GMT
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Hi,

This is weird... I have this code :

```
virtual void MyDialog::Paint(Draw& w) {
 if (couverture.IsEmpty()) {
  couverture = StreamRaster::LoadFileAny(ConfigFile("nocover.jpg"));
  cover.Set(couverture);
 }
 TopWindow::Paint(w);
}
```

It's freezing when the image is not there. Ok. So, I added a test before the call to cover.Set() :

```
virtual void MyDialog::Paint(Draw& w) {
 if (couverture.IsEmpty()) {
  couverture = StreamRaster::LoadFileAny(ConfigFile("nocover.jpg"));
  if (!couverture.IsEmpty()) cover.Set(couverture);
 }
 TopWindow::Paint(w);
}
```

and it works even if the image is missing.

But I don't understand why it is working with the old version even if the image is not there...