
Subject: Re: bug in toolbar

Posted by [mirek](#) on Sat, 15 Nov 2014 08:31:13 GMT

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That's bad. OK, let us add some LOGs:

```
Size Image::GetSize() const          { DDUMP(data); return data ? data->buffer.GetSize() :  
Size(0, 0); }
```

```
void ToolButton::Paint  
    DLOG("PAINT");
```

Also, in debug menu there is 'Copy backtrace', which should make posting backtraces easier...

Mirek
