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Subject: Re: Raster::Line segfaults ... sometimes.  
Posted by [Didier](#) on Mon, 22 Dec 2014 19:34:31 GMT  
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Hello Rainbowsally,

Quote:And just adding a static counter fixed the problem.  
Huh????.

When you encounter such behaviour : modification of an unrelated code that causes a correction (or a crash), this is mostly due to uninitialized variables ( somewhere in the code .... ).  
I recommend launching valgrind on this : info should be very instructive.

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