Subject: Re: Raster::Line segfaults ... sometimes.
Posted by mirek on Wed, 24 Dec 2014 11:18:12 GMT

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rainbowsally wrote on Mon, 22 December 2014 08:04Adding a static counter somehow fixed the issue (for me). And then considering that something might be choking on the cpu usage in this thread, I tried a 'usleep()' which also works, and seems to be more consistent.

I am multithreading in linux. You might not have this problem.

In uppsrc/Draw/Raster.cpp I was getting seg faults ("illegal memory access") so I put a counter in the function noted below. And just adding a static counter fixed the problem.

Please, such post is sort of useless. Look here

http://www.ultimatepp.org/www$uppweb$community$en-us.html

You are not giving me a single clue about what problem you have encountered.

(Just to check: Are you aware that you have to use Mutexes and such to serialize access to shared resources?)

Mirek