Subject: Re: Raster::Line segfaults ... sometimes.
Posted by mirek on Thu, 25 Dec 2014 20:00:29 GMT

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rainbowsally wrote on Thu, 25 December 2014 15:03Mirek, you couldn't have duplicated the problem because I wasn't doing MT right.

Still, it's interesting in that it is possible that the X message que overflowed.

I don't know why it would cause a memory access violation in another thread... but that's what I will attempt to figure out if that is indeed what happened.

It's not a bug report. I'm not asking for help solving it.

Well, sounded like pretty serious issue... I cannot afford to leave such things (like "something segfaults") around :)