## Subject: Re: New Core
Posted by mirek on Thu, 12 May 2016 07:09:38 GMT

Novo wrote on Thu, 12 May 2016 04:45I'm still getting crashes with the new core and mingw x64 (tdm-gcc 5.1). My app is crashing in Optimal and Size configurations. It is crashing with and without SSE2 flag. BLITZ is disabled, precompiled headers are enabled. x86 configuration seems to be fine.

Interestingly, cc1plus.exe is crashing when I'm trying to compile Optimal with debug info :)

Update: I've checked mingw 5.3.0 x64 Optimal with debug info. I can get a call stack. It is crashing in Upp::Rect_<int>::Rect_, which is inside of Upp::Ctrl::CtrlPaint.

Thanks.

Weird. That is the place it was always crashing, before I have fixed it with 'finetuning' -O options.

Are you using "Instant setup" default options?

Mirek