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Subject: Re: Core 2019

Posted by [mirek](#) on Fri, 28 Jun 2019 15:30:24 GMT

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Tom1 wrote on Fri, 28 June 2019 16:56Hi Mirek,

My application started to crash maybe about a week or so ago after updating uppsrc from SVN. Now I got some time to investigate and it seems my app:

- Crashes strangely in different places with current SVN if I compile MSBT19x64 Release
- Works OK with current SVN when compiling with MSBT17x64 Debug or MSBT19x64 Debug
- Works OK with current SVN if I use flag USEMALLOC and compile with MSBT19x64 Release
- Works OK with SVN 13068 compiling with MSBT17x64 Release

Any idea what's wrong? Is it related to the new allocator?

I added some RLOGs and found that it might crash even somewhere in BufferPainter during Stroke... (did not track it all the way down though). Debugger does not help as it does not crash when compiled in debug mode.

Best regards,

Tom

Probably allocator, thanks for reporting. It is under active development. It would be worth quoting the revision tested - even today I have fixed / changed some things...

Mirek

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