
Subject: Re: 2019.2 (pre)released
Posted by [Tom1](#) on Mon, 21 Oct 2019 13:40:59 GMT
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Hi Mirek,

Thanks! I have been waiting for this release...

Unfortunately, once I now have it and started to migrate to it, I stumbled across a problem: My application rendering charts crashes after a few hundred or a few thousand times after rendering an image (well, a very LARGE IMAGE of 9880 x 10758 pixels) with BufferPainter. I discovered this in x64 release mode and reproduced in debug mode for the backtrace below.

Platform: Windows 10 Pro x64, MSBT19x64, latest upp -- the release 2019.2 (13648).

Here's the backtrace:

```
Upp::Dbl_Unlink<Upp::BlkHeader_<256> >(x=1b7948c3840->{ prev=ff4b6644ff4b6644,
next=ff526e48ff4b6644, prev_size=26180, size=65355, free=1, last=1, heap=ff4b6644ff4b6644 })
at C:\upp-13648\uppsrc\Core\Util.h 251
Upp::BlkHeader_<256>::UnlinkFree() at C:\upp-13648\uppsrc\Core\HeapImp.h 48
Upp::BlkHeap<Upp::Heap::LargeHeapDetail,256>::Free(h=1b7948c5040->{ prev=dcc,
next=1b7c89aaee0, prev_size=24, size=15, free=0, last=1, heap=1b78f94d590 }) at
C:\upp-13648\uppsrc\Core\HeapImp.h 243
Upp::Heap::LFree(ptr=1b7948c5050) at C:\upp-13648\uppsrc\Core\lheap.cpp 151
Upp::Heap::Free(ptr=1b7948c5050) at C:\upp-13648\uppsrc\Core\sheap.cpp 248
Upp::MemoryFree_(ptr=1b7948c5050) at C:\upp-13648\uppsrc\Core\sheap.cpp 363
Upp::MemoryFree(ptr=1b7948c5070) at C:\upp-13648\uppsrc\Core\heapdbg.cpp 145
Upp::Rasterizer::AddCells(y=1993, n=1) at C:\upp-13648\uppsrc\Painter\Rasterizer.cpp 97
Upp::Rasterizer::LineRaw(x1=0, y1=510208, x2=0, y2=0) at
C:\upp-13648\uppsrc\Painter\Rasterizer.cpp 275
Upp::Rasterizer::CvLine(x1=0, y1=1993, x2=0, y2=0) at
C:\upp-13648\uppsrc\Painter\RasterizerClip.cpp 11
Upp::Rasterizer::LineClip(x1=-51570.6378196279, y1=1993, x2=-53122.6291349367, y2=0) at
C:\upp-13648\uppsrc\Painter\RasterizerClip.cpp 41
Upp::Rasterizer::Line(p=39d391ce78->{ x=-63112.5752626844, y=-12828.6559571624 }) at
C:\upp-13648\uppsrc\Painter\RasterizerClip.cpp 100
Upp::BufferPainter::RenderPathSegments(g=1b7915676e0->{ }, path=1b7948293a0->{
vector=1b7917e71e0 "", items=120 'x', alloc=156 }, attr=1b791567630->{ mtx={ x={ x=1, y=0 }, y={
x=0, y=1 }, t={ x=0, y=0 } }, miter_limit=4, opacity=1, dash=0, evenodd=1, join=3, cap=0, invert=0
}, tolerance=0.3) at C:\upp-13648\uppsrc\Painter\Render.cpp 80
Upp::BufferPainter::RenderPath(width=-1, ss=39d391d6e0->{ ptr=1b791801460 },
color=39d391d6b0->{ b=0, g=0, r=0, a=0 }) at C:\upp-13648\uppsrc\Painter\Render.cpp 312
Upp::BufferPainter::RenderImage(width=-1, image=1b79482e358->{ data=1b79482e260 },
transsrc=39d391d860->{ x={ x=6.58393520168497, y=5.12775868972685 }, y={
x=-5.12705203855568, y=6.58484552575728 }, t={ x=-63112.5752626844,
y=-12828.6559571624 } }, flags=128) at C:\upp-13648\uppsrc\Painter\Image.cpp 275
Upp::BufferPainter::FillOp(image=1b79482e358->{ data=1b79482e260 },
```

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transsrc=39d391d860->{ x={ x=6.58393520168497, y=5.12775868972685 }, y={
x=-5.12705203855568, y=6.58484552575728 }, t={ x=-63112.5752626844,
y=-12828.6559571624 } }, flags=128) at C:\upp-13648\uppsrc\Painter\Image.cpp 284
Upp::Painter::Fill(image=1b79482e358->{ data=1b79482e260 }, transsrc=39d391d860->{ x={
x=6.58393520168497, y=5.12775868972685 }, y={ x=-5.12705203855568, y=6.58484552575728
}, t={ x=-63112.5752626844, y=-12828.6559571624 } }, flags=128) at
C:\upp-13648\uppsrc\Painter\Painter.hpp 88
ChartPainter::PaintIMAGE2D(painter=1b791567468->{ }, object=1b79482e310->{ xform={ x={
x=0.671614273585535, y=0.523072573168923 }, y={ x=0.523000489073552,
y=-0.671707133952751 }, t={ x=-1781644.69061699, y=7673915.55762473 } }, image={
data=1b79482e260 }, flags=1573104, selected=0, approved=0, highlight=0, linestyle=15,
no_rotate=0, hidden=0, bold=0, italic=, .. }, optimize=1) at
C:\Users\tom\D5\program52\ChartCtrl\ChartPainter.h 1086
ChartPainter::PaintBranch0(painter=1b791567468->{ }, branch=1b79482d320->{ visible=1,
name={ len=45 '-', s=1b79482acc8 "S:\maps\kkj\ImagemGoogleEarthKK".., chr=1b79482d328

qptr=1b79482acc8, v=1b79482d328, w=1b79482d328, q=1b79482d328 }, layerclass=0,
fillstyle=1, fillcolor=, .. }, optimize=1) at C:\Users\tom\D5\program52\ChartCtrl\ChartPainter.h 1214
ChartPainter::PaintBranch(painter=1b791567468->{ }, branch=1b79482d320->{ visible=1,
name={ len=45 '-', s=1b79482acc8 "S:\maps\kkj\ImagemGoogleEarthKK".., chr=1b79482d328

qptr=1b79482acc8, v=1b79482d328, w=1b79482d328, q=1b79482d328 }, layerclass=0,
fillstyle=1, fillcolor=, .. }, optimize=1) at C:\Users\tom\D5\program52\ChartCtrl\ChartPainter.h 1237
ChartPainter::Paint(ib=1b791567318->{ kind=0, size={ cx=3068, cy=1993 }, pixels={
ptr=1b7c9901070 }, hotspot={ x=0, y=0 }, spot2={ x=0, y=0 }, dots={ cx=7392, cy=4802 },
resolution=-1 }, charts=1b79155c4c8->{ vector={ vector=1b791554e60, items=1, alloc=3 } }) at
C:\Users\tom\D5\program52\ChartCtrl\ChartPainter.h 1335
ChartView::Render() at C:\Users\tom\D5\program52\ChartCtrl\ChartCtrl.h 1803
ChartView::MouseMove(p=39d391e610->{ x=1191, y=843 }, keyflags=4194304) at
C:\Users\tom\D5\program52\ChartCtrl\ChartCtrl.h 2357
Upp::Ctrl::MouseEvent(event=32 '-', p=39d391e798->{ x=1191, y=843 }, zdelta=0,
keyflags=4194304) at C:\upp-13648\uppsrc\CtrlCore\CtrlMouse.cpp 148
Upp::Ctrl::MouseEvent0(event=32 '-', p=39d391e870->{ x=1191, y=843 }, zdelta=0,
keyflags=4194304) at C:\upp-13648\uppsrc\CtrlCore\CtrlMouse.cpp 92
Upp::Ctrl::MouseEventH(event=32 '-', p=39d391e9c0->{ x=1191, y=843 }, zdelta=0,
keyflags=4194304) at C:\upp-13648\uppsrc\CtrlCore\CtrlMouse.cpp 110
Upp::Ctrl::MEvent0(e=32 '-', p=39d391eaf8->{ x=1191, y=843 }, zd=0) at
C:\upp-13648\uppsrc\CtrlCore\CtrlMouse.cpp 337
Upp::Ctrl::DispatchMouseEvent(e=32 '-', p=39d391ef68->{ x=1963, y=843 }, zd=0) at
C:\upp-13648\uppsrc\CtrlCore\CtrlMouse.cpp 602
Upp::Ctrl::DispatchMouse(e=32 '-', p=39d391efd0->{ x=1963, y=843 }, zd=0) at
C:\upp-13648\uppsrc\CtrlCore\CtrlMouse.cpp 586
Upp::Ctrl::DoMouse(e=32 '-', p=39d391f368->{ x=1963, y=843 }, zd=0) at
C:\upp-13648\uppsrc\CtrlCore\Win32Wnd.cpp 568
Upp::Ctrl::WindowProc(message=512, wParam=2, lParam=55248811) at
C:\upp-13648\uppsrc\CtrlCore\Win32Proc.cpp 210
Upp::TopWindow::WindowProc(message=512, wParam=2, lParam=55248811) at
C:\upp-13648\uppsrc\CtrlCore\TopWin32.cpp 70

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Upp::Ctrl::WndProc(hWnd=5c0954->{ unused=?? }, message=512, wParam=2, lParam=55248811) at C:\upp-13648\uppsrc\CtrlCore\Win32Wnd.cpp 671
CallWindowProcW()
DispatchMessageW()
Upp::Ctrl::sProcessMSG(msg=39d391f990->{ hwnd=5c0954, message=512, wParam=2, lParam=55248811, time=542712750, pt={ x=1963, y=888 } }) at C:\upp-13648\uppsrc\CtrlCore\Win32Wnd.cpp 768
Upp::Ctrl::ProcessEvent(quit=39d391fa20->0) at C:\upp-13648\uppsrc\CtrlCore\Win32Wnd.cpp 791
Upp::Ctrl::ProcessEvents(quit=39d391fa20->0) at C:\upp-13648\uppsrc\CtrlCore\Win32Wnd.cpp 806
Upp::Ctrl::EventLoop(ctrl=0) at C:\upp-13648\uppsrc\CtrlCore\Win32Wnd.cpp 839
GuiMainFn_() at C:\Users\tom\x\y\z\main.cpp 111
Upp::AppExecute__(app=7ff6b4c516e7) at C:\upp-13648\uppsrc\Core\App.cpp 343
WinMain(hInstance=7ff6b4c20000->{ unused=9460301 }, __formal=0, lpCmdLine=1b78f952343 "", nCmdShow=10) at C:\Users\tom\x\y\z\main.cpp 17
invoke_main()
__srt_common_main_seh()
__srt_common_main()
WinMainCRTStartup()
BaseThreadInitThunk()
RtlUserThreadStart()

Thanks and best regards,

Tom
