Subject: Re: 2019.2 (pre)released
Posted by Tom1 on Mon, 21 Oct 2019 14:08:50 GMT

Mirek,

Now I went back and encountered similar issues on U++ 13068 using MSBT17x64 too. (The reason I have not discovered this problem before, is probably that I have not had this large images to render until now.)

This time it crashed while my program called SetSurface(), but stack trace showed crash again in Upp::Dbl_Unlink(). Is this possibly an allocator issue, or could I have a very strange bug in my code? Debugger does not report any memory leaks if I exit the application before it crashes.

Best regards,

Tom