Subject: Re: 2019.2 (pre)released
Posted by mirek on Mon, 21 Oct 2019 14:35:16 GMT

Tom1 wrote on Mon, 21 October 2019 16:08Mirek,

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

Well, that is weird indeed as 13068 is old allocator... So maybe, just maybe it is not allocator problem after all.

Can you post trace for 13068 too please?

Mirek