
Subject: Re: 2019.2 (pre)released
Posted by [Tom1](#) on Tue, 22 Oct 2019 08:49:15 GMT
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Hi,

I think I'm getting closer to a solution:

First, I think it is not the allocator as USEMALLOC crashes too. So, I guess this is good news.

Anyway, it seems clear is that the heap gets corrupted somehow.

The issue disappears if I use:

```
BufferPainter bpainter(ib);
```

in my rendering routine instead of:

```
bpainter.Create(ib);
```

along with the class wide BufferPainter.

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Resizing the window very easily causes the crash. Resizing the window also resizes/re-allocates the ImageBuffer used for rendering. This imagebuffer is associated with the BufferPainter through Create(ib). Could this be the real issue? If so, how can I go around it?

I will now get some MT backtraces to show...

Best regards,

Tom
