Subject: Re: 2019.2 (pre)released
Posted by Tom1 on Tue, 22 Oct 2019 10:37:16 GMT
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mirek wrote on Tue, 22 October 2019 12:55Idea to test:

Start the program.

After all is 'stable', place breakpoint at place where you resize ib (probably by ib.Create ?).

Resize, breapoint hits. Remove it and place breakpoint at bpainter.Create and also into
BufferPainter::RenderPath. Continue and check that RenderPath is not called before
bpainter.Create...

It takes quite a few repeats until it crashes, so I cannot get it to crash this way in near future.
However, if crash is not required: This entered Create first and only thereafter to RenderPath. If
GUI is single threaded, I do not think it should do it any other way.

The testcase is logically pretty close to what I'm doing here, so let's focus on that for a while as it
crashes very similarly, shall we?

Best regards,

Tom