Subject: Re: BufferPainter Clip Crash - Fatal error: Invalid memory access!
Posted by mirek on Thu, 13 Apr 2023 16:16:46 GMT
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devilsclaw wrote on Thu, 13 April 2023 16:39Yes I know goto statements are frowned on in C++. I come from the linux kernel coding style and embeded programming mostly.

It should be easy enough to remove goto statements.

goto statements are considered fine in U++, as long as they are the most direct solution to the problem...

However, would it be possible to post complete testcase to save my time? :) (ideally .zip of whole package)

EDIT: Appologies, I missed it. All is fine now, investigating.

Mirek