
Subject: Re: Compilation warnings and random crashes

Posted by [mirek](#) on Thu, 17 Oct 2024 11:30:51 GMT

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What about (after reverting to master to remove both changes):

ide/SelectPkg.cpp:787

```
if(d.ispackage) {
    String icon_path;
    if(IsUHDMode())
        icon_path = AppendFileName(path, "icon32x32.png");
    if(IsNull(icon_path) || !FileExists(icon_path))
        icon_path = AppendFileName(path, "icon16x16.png");
    tm = FileGetTime(icon_path);
    if(IsNull(tm)) // package icon does not exist
        d.icon = Null;
    else
        if(tm != d.itm || d.icon.GetSize().cx != DPI(16)) { // chached package icon outdated
            d.icon = StreamRaster::LoadFileAny(icon_path);
            d.itm = tm;
        }
        d.icon.Clear();
}
```

(added d.icon.Clear to make it Null)
