
Subject: Re: Compilation warnings and random crashes

Posted by [mirek](#) on Thu, 17 Oct 2024 12:00:52 GMT

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What about this:

```
DLOG("=====");
for(int i = 0; i < packages.GetCount(); i++) {
    const PkInfo& pkg = packages[i];
    Image icon = pkg.icon;
    RDUMP(Idelmg::HubMainPackage().GetSize());
    RDUMP(Idelmg::MainPackage().GetSize());
    RDUMP(Idelmg::HubPackage().GetSize());
    RDUMP(Idelmg::Package().GetSize());
    RDUMP(~Idelmg::HubMainPackage());
    RDUMP(~Idelmg::MainPackage());
    RDUMP(~Idelmg::HubPackage());
    RDUMP(~Idelmg::Package());
    if(IsNull(icon)) {
        if(pkg.main)
            icon = pkg.upphub ? Idelmg::HubMainPackage() : Idelmg::MainPackage();
        else
            icon = pkg.upphub ? Idelmg::HubPackage() : Idelmg::Package();
    }
    nest_list.Add(pkg.nest);
    clist.Add(pkg.package, DPI(icon, 16));
    alist.Add(pkg.package, GetFileName(pkg.nest), pkg.description, icon);
    alist.SetDisplay(alist.GetCount() - 1, 0, pkg.main ? bpd : pd);
}
```

(log after crash...)

Mirek
