
Subject: Re: Compilation warnings and random crashes

Posted by [mirek](#) on Thu, 17 Oct 2024 13:08:02 GMT

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Oblivion wrote on Thu, 17 October 2024 14:40

=====

```
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~Idelmg::HubMainPackage() = 0x7e845c9a8850
~Idelmg::MainPackage() = 0x7e845c8edb50
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~Idelmg::Package() = 0x7e845c979a50
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```

***** PANIC: Invalid memory access!

Weird...

What about

```
for(int i = 0; i < packages.GetCount(); i++) {
    const PkInfo& pkg = packages[i];
    Image icon = pkg.icon;
    #define DD(x) RDUMP(x.GetSize()); RLOGHEXDUMP(~x, min(32, int(x.GetLength() *
sizeof(RGBA))));
    DD(IdleImg::HubMainPackage());
    DD(IdleImg::MainPackage());
    DD(IdleImg::Package());
    DD(IdleImg::HubPackage());
    DD(icon);
    #undef DD
    if(IsNull(icon)) {
```

As far I can see it is either

- compiler bug
- IdleImg is busted, but it is weird that it does not happen in the first iteration
- pkg.icon is busted, although this hardly explains final crash in Image copy constructor (that AFAIK is call to Retain the data from Iml)

Another thing to try is

```
for(int i = 0; i < packages.GetCount(); i++) {
    const PkInfo& pkg = packages[i];
    Image icon = Null; // <<<<=====
    #define DD(x) RDUMP(x.GetSize()); RLOGHEXDUMP(~x, min(32, int(x.GetLength() *
sizeof(RGBA))));
    DD(IdleImg::HubMainPackage());
    DD(IdleImg::MainPackage());
    DD(IdleImg::Package());
    DD(IdleImg::HubPackage());
    DD(icon);
    #undef DD
    if(IsNull(icon)) {
```

Uh and please send the whole log - want to compare with "good run" (first invocation of dialog)
