
Subject: Re: Compilation warnings and random crashes

Posted by [mirek](#) on Sat, 19 Oct 2024 07:54:32 GMT

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Oblivion wrote on Fri, 18 October 2024 09:42Quote:

After a lot of thinking I believe that the only plausible explanation is that another thread calls Iml::Reset somehow.

Can you crash it and then send backtrace of ALL threads?

Thank you for your efforts. Will do, but this weekend. I am away from my computer today.

Best regards,
Oblivion

Also, can you try with this attempt at fix (but it would explain it just partly, still would like to have bt of all threads after the crash without the fix):

```
void Iml::Reset()
{
    for(Image& m : map)
        m.loaded = false;
}
```