Subject: Re: Compilation warnings and random crashes
Posted by Oblivion on Sat, 19 Oct 2024 08:20:54 GMT
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I have attached TheIDe's log and full backtrace.
Quote:

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(IImage& m : map)
  m.loaded = false;
}
```

Tried but didn't fix it.

One interesting thing I've noticed is that the crash seems to be triggered in certain assemblies. But to be sure, it needs more test...

Best regards,
Oblivion

File Attachments
1) logs.zip, downloaded 67 times