
Subject: Re: Compilation warnings and random crashes

Posted by [mirek](#) on Sat, 19 Oct 2024 15:32:50 GMT

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[quote title=Oblivion wrote on Sat, 19 October 2024 17:09]Quote:And the last obligatory question: It really is crashing only on opening new main package, right?
However, I'm suspecting this is a compiler error now. (maybe O3 optimization level related?). I'll try other options (O2 and GCC), report back asap.

Well, clang got picky over unaligned access undefined behaviour, simply ignoring code like `dword x[2]; dword y = *(dword)((const char *)x + 1);` which caused some problems, but I think compiler error there would appear with some regularity. Irregular pattern like this is usually a race condition or uninitialised data...

Anyway, other things to try

```
for(int i = 0; i < packages.GetCount(); i++) {  
    const PkInfo& pkg = packages[i];  
    DDUMP(Idelmg::GetCount());
```

Adding this log should might help to resolve whether `Idelmg` iml indeed gets damaged

And possibly

```
// alist.SetDisplay(alist.GetCount() - 1, 0, pkg.main ? bpd : pd);
```

Comment display out, just to test if it is somehow related (the only other thing that does something with icons in the loop).
