
Subject: Re: Compilation warnings and random crashes

Posted by [mirek](#) on Sun, 20 Oct 2024 07:23:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Noticed something:

#2 0x00005555557a129f in IdelImg::Get (i=225) at

If gdb gets it right, 225 is out of range. Which would be consistent with random crashes in release mode and probably a compiler bug.

Can you try

```
DLOG("==== LOAD");
for(int i = 0; i < packages.GetCount(); i++) {
    const PkInfo& pkg = packages[i];
    Image icon = pkg.icon;
    if(IsNull(icon)) {
        if(pkg.main)
            icon = pkg.upphub ? IdelImg::HubMainPackage() : IdelImg::MainPackage();
        else
            icon = pkg.upphub ? IdelImg::HubPackage() : IdelImg::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);
}
DLOG("~~~ LOAD");
```

```
Image Iml::Get(int i)
{
    DDUMP(i);
    Image& m = map[i];
    if(!m.loaded) {
        Mutex::Lock __ (slmlLock);
        if(!m.loaded) {
            m.image = MakeImlImage(GetId(i), [&](int mode, const String& id) { return GetRaw(mode, id); },
global_flags);
            m.loaded = true;
        }
    }
    return m.image;
}
```

If it really dumps out of range numbers in the loop, can you send me disassembly of void
SelectPackageDlg::SyncList(const String& find) ?
