
Subject: Re: Compilation warnings and random crashes

Posted by [mirek](#) on Sun, 20 Oct 2024 07:55:23 GMT

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Oblivion wrote on Sun, 20 October 2024 09:45Ok, I will do that later today.

But in the meantime I have found out that TheIDE compiled with GCC with the same level of optimization (O3) didn't crash, however I tried since yesterday (on the same machine/setup). Not once.

It does "appear" to be a compiler bug, but with the above tests -hopefully- we'll see.

Best regards,
Oblivion

I already have a workaround in the mind (just move image constants from inline to offline functions so that compiler does not try to optimise it), but frankly I am feeling pretty uneasy about bugged compilers...

Maybe we should move to gcc?
