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Subject: Re: SetRect "MegaRect" support...  
Posted by [Lance](#) on Tue, 22 Oct 2024 16:24:58 GMT  
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mirek wrote on Tue, 22 October 2024 04:19

By "brought down" do you mean crash or (the usual) repainting stopped?

repainting stopped.

Quote:

If the second one, it starts to look like yet another xwayland bug (assuming you run wayland - I think you do). Log clearly shows that I call `gdk_window_invalidate_rect` with proper parameters (it is the `INVALIDATE` word in the log), after which gtk is supposed to call me back and do the repaint (`GtkDraw` in the log). Log shows the repaint properly happens at the beginning, but then stops doing so near the end of log....

Glad to know the culprit is pinpointed. Guess there is not much we can do on u++ side.

Quote:

Anyway, I have added even more logging, so please one last time pull logs branch and keep testing...

Test going on.

PS[Wed, 23 October 2024 14:11]: whatever you have done last time has made u++ more resistant to freeze problem. I cannot tell it's completely fixed but so far both logs-ide and my app build with logs-branch u++ have been fine while master branch ones having failed multiple times. I will keep watching.

[Fri, 25 October 2024 17:22] so far no problem.

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