Subject: After splitting a package into 2, Optimal builds crash
Posted by cbpporter on Fri, 12 Jun 2015 10:14:51 GMT
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I have a package that is slowly beginning too big, so I split it into a main part and a support library.

But doing this, and only this (+changing a few includes to point to the new package) causes Optimal builds to crash at a random point.

I have tried two times since I discovered this and it a very strange problem. Does not seem to have anything to do with compilation parameters at all.

I am using MSC 10.

Has anybody else encountered this problem?

Now I shall revert back and try to do one file at a time or something similar to see when it breaks.

Subject: Re: After splitting a package into 2, Optimal builds crash
Posted by mirek on Fri, 12 Jun 2015 10:20:29 GMT
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cbpporter wrote on Fri, 12 June 2015 12:14I have a package that is slowly beginning too big, so I split it into a main part and a support library.

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From the post, I am unsure what is crashing... TheIDE or compiled application while running?

If it is about compiled application, IME this is most often caused by global initializations issues. Either the order is changed, or you some INITBLOCK is not in .icpp files etc...

Subject: Re: After splitting a package into 2, Optimal builds crash
Posted by cbpporter on Fri, 12 Jun 2015 10:44:33 GMT
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The application is crashing.

Or was crashing.

In my experience, such issues are always the programmers fault, and indeed I had a bug.

The strange part is that Optimize + two packages changed the memory layout enough for the issue to appear. With only one package, the bug is still a bug but did not cause a memory access error for me.

Very strange. Must have had this bug for at least 4 months now and it never crashed.
