

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : samo79

Date: : 2020/3/10 15:08:55

URL:

@kas1e

Quote:

On that grab no stack trace visibly ? I.e. is it the same as you have one time when de-iconify with mui things in stack trace ?

You mean this it not relevant part of the crash :) Because without stack trace it show nothing interesting. From all the crashes relevant parts for real is stack traces and disassembly.

Don't know if it's the same, but maybe that one was different ... today i got the same kind of crash try loading another page

About the crash above, here is the grab with the only informations i was able to catch

<https://imgbbb.com/image/TLScYR>

I choose the way of the grab because when i press the "write crashlog" button nothing happened, aka the crashlog file will NOT be saved at all and the Grim GUI freezed !

When this happens, in reality the Grim Reaper will save something, and you can see that only after a reboot, but practically this file is almost useless because its merely an empty file with only the name of the crashlog :-/