I wrote bst before the bst tree struct had an int size in it. My code works fine, however, whenever I add the int size to bst I get a Seg fault.

Literally, all I've done is add the line
int size;
to typedef struct bst and
bst->size = 0;
to newBST. And suddenly I get a Seg Fault. GBD cannot locate the precise error but it occurs on insertVBST. I have no idea how to find what is causing this! The only thing I can think of is maybe some type of malloc error but that doesn't make any sense either.

Help please...

P.S. Why do vBST and RBT have size parameters when they could just "inherit" that from BST?????