
Subject: Re: Assertion in Debug.cpp:246 "nesting_depth == 0"

Posted by [mirek](#) on Wed, 22 Mar 2006 16:38:41 GMT

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hojtsy wrote on Wed, 22 March 2006 10:25: I have an assertion failure in my application while quitting. Assertion is triggered in this method of Core/Debug.cpp:

```
TimingInspector::~TimingInspector() {  
    ASSERT(nesting_depth == 0);  
}
```

I have running timers and threads when I quit. Could this be the reason for this assertion? I am using 603-dev2 on Windows.

Very likely - if you have threads running at exit. Actually, at the moment, it seems to me like bad practice - IMO code process should start and end with single thread...

Unfortunately, it is also quite possible that this fails with MT app even if ended as one thread - TimingInspector has very specific use and is not MT safe (and likely will never be).

The real question is: are you using TIMING or RTIMING macros somewhere or they are just forgotten in U++ library code?

Mirek
