
Subject: internal compiler error occurred in MSC8
Posted by [ren42](#) on Fri, 13 Jul 2007 17:36:45 GMT
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Hi Uno,
first i say it's a great update.

while compiling my app this error comes:

```
----- RichText ( GUI MSC8 BLITZ WIN32 MSC ) ( 4 / 10)
BLITZ: Object.cpp ParaPaint.cpp TxtData.cpp TxtPaint.cpp TxtOp.cpp Format.cpp TableCell.cpp
TableLayout
t.cpp TablePaint.cpp TableData.cpp TextPaint.cpp TextStyle.cpp TextData.cpp TextTable.cpp
Util.cpp
```

```
$blitz.cpp
c:\opt\dev\upp200707\uppsrc\richtext\txtop.cpp(55) : fatal error C1001: An internal error has
occurred
in the compiler.
(compiler file 'f:\rtm\vctools\compiler\utc\src\P2\main.c[0x10BF1FD0:0x0000002C]', line 182)
To work around this problem, try simplifying or changing the program near the locations listed
above.
```

MSC8 fails when i used build settings Optimal, Size or Speed.
The setting debug compiles well. Mingw compiles well in all cases.

And I find a way to "simplifying" the program. In the file txtop.cpp Line 67 seems to cause the error. If i comment it out
MSC8 compiles well. But commenting something out isn't a real solution The "bad" code:

```
RichTxt& RichTxt::GetText0(int& pos, bool update)
{

    if(update)
        Invalidate();
    int p = pos;
    int pi = FindPart(p);
    if(IsTable(pi)) {
        RichTable& tab = part[pi].Get<RichTable>();
        Point cl = tab.FindCell(p);
        if(update) {
            tab.InvalidateRefresh(cl);
            SetRefresh(pi);
        }
        pos = p;
    }
```

```
//return tab[cl].text.GetText0(pos, update); //Line 67  
}  
return *this;  
}
```

Do you have an idea?

greetings ren