Subject: Re: Building & using U++ without TheIDE
Posted by mirek on Thu, 20 Sep 2007 12:51:57 GMT

Ah, I see, obviously!

Well, what about using A version (GetModuleFileNameA) of function instead of converting?

I guess the reason of crash has a lot to do with what I have stated before: LOG has to work ALWAYS.

I believe that you have altered it in a way that makes it depend on Charset system. And it gets called when the Charset system is destructed (at the end of program).

BTW, if you fix this using "A" versions, please check the log. IMO it is quite likely that there is some diagnostic info there logged during the program exit (what likely happened: Some problem during exit/destriction, being logged -> log crashed).

Mirek

P.S.: Actually, yes, now I remeber that back when I was testing WinCE U++ ("experimental"), it was crashing at the end of program