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Subject: Re: Different results from same code&settings  
Posted by [dolik.rce](#) on Mon, 08 Sep 2008 12:35:07 GMT  
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mr\_ped wrote on Mon, 08 September 2008 08:27Glad I did help, although I have no idea how, as I didn't mention order of compilation.

You made me check if the files were corrupted Then it was easy to locate the only difference is in ordering of files

luzr wrote on Mon, 08 September 2008 08:39Do you have any global constructors?

Nothing I'm aware of. But it's possible that there's something in the jungle of code generated by Bison. I'm not really skilled programmer and I admit that I don't understand most of the generated code (This is in fact my first work with Bison&Flex - and I hope last too ) Anyway, I can see how a global constructor could cause this behaviour. In fact it crashes somewhere in the middle of Flex generated scanner.cpp when creating an input buffer, it's possible that there is something uninitialized.

Thanks once more for your advices.  
Honza

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