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Subject: Re: Assertion in Debug.cpp:246 "nesting\_depth == 0"

Posted by [hojtsy](#) on Wed, 22 Mar 2006 18:24:42 GMT

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I have threads running on exit because those threads are waiting for very slow HTTP servers to respond (inside library method). Since U++ does not provide thread termination, and I can not notify the library function to stop waiting, I would have to wait for the download attempts to time out, which could be 1 minute. It is not acceptable to wait 1 minute for application termination. I am not using TIMING or RTIMING in my application, so they should be in the library.

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