
Subject: Re: Freezing bare application on Windows XP

Posted by [mirek](#) on Sat, 26 Dec 2009 20:40:41 GMT

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Well, first partial finding:

The cause of crashing for GetSysTime is really stupid - in single threaded mode, you cannot call any U++ routine in non-main thread and ELOG does exactly that.... (in OverWatchThread).

Note: Otherwise, OverWatchThread is carefully designed not to call anything that would have this problem - it only calls win32 API which is MT safe.

BTW, have you tried this app with MT flag (it would fix GetSysTime problem).

(I have reproduced GetSysTime problem, but nothing else so far).

If you are getting consistent crashes, maybe one thing to try is to replace Event with Semaphore (or StaticSemaphore)... (Just replace Set with Release....).

BTW, you have not posted details of your compiler / system yet...

(I am trying to reproduce the problem in WinXP with MSC9).

Mirek
