
Subject: Strange crash connected to Timer
Posted by [nixnixnix](#) on Wed, 10 Mar 2010 20:39:28 GMT
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Hi,

I've been getting regular but hard to repeat crashes so I let my software go in debug mode and found the attached call stack. I'm not sure if it is something I am doing or a slight bug in UPP that only I see because I run a function that looks like this

```
void OpenWind::OnTimer()
{
    // update the UI

    bool b = AreWeFree();

    m_pSaveButton->Enable(b);
    m_pNewButton->Enable(b);
    m_pEditButton->Enable(b);

    ::SetTimeCallback(1000,THISBACK(OnTimer));
}
```

in order to update the state of my toolbar buttons. As you can see, OnTimer is called every second for the whole time my software is running. The crash happens when I am running other threads concurrently. Am only posting this here because the call stack consists entirely of UPP code.

Nick

File Attachments

1) [callStack.png](#), downloaded 401 times
