

---

Subject: Re: Strange crash connected to Timer  
Posted by [nixnixnix](#) on Fri, 12 Mar 2010 01:14:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi Mirek,

The other threads listed are all in either ntdll.dll or in USER32.dll. In each case there is no call stack to paste here, just an address within each dll. They are below:

thread ID | DLL | address

0x80c - this is the thread which was described in my original post

0x564 | USER32.dll | 0x768f7e47

0x610 | ntdll.dll | 0x77cf00fd

0xbf8 | USER32.dll | 0x768f7e47

0xf84 | ntdll.dll | 0x77cefd31

0xcf0 | ntdll.dll | 0x77cf1ee6

My app ran for almost 200 iterations before it hit this. Sometimes its as few as 13 iterations. Other times it can run for over 5000 iterations.

EDIT: how do I copy and paste the callstack please? I've tried various things but can't quite figure it out. Also, I have disabled the OnTimer method and still get the crashes. I think I have a better example to paste but it would be good to know how to copy the callstack.

EDIT2: I do not use GuiLock but I didn't think I needed to if I always use PostCallback to update the interface. Is this correct? What if I have several threads posting GUI related callbacks to a function in the main thread?

Nick

---