Subject: .BRC files and .exe in memory
Posted by koldo on Mon, 29 Mar 2010 16:06:08 GMT
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Hello all

I have prepared a function for Windows (RunFromMemory(const char *)) that reads a buffer with a program and runs it in memory.

So imagine. In a basic sample there are two files:
- launcher.exe
- realprogram.xxx

launcher.exe is just this:

```
GUI_APP_MAIN {
 RunFromMemory(LoadFile("realprogram.xxx"));
}
```

It runs well with different U++ programs but when using it with one that includes .brc files, realprogram.xxx crashes.

Could it be because the .exe in memory wants to read .brc from file instead of from memory?. As there is no realprogram.exe file, it could crash.