

---

Subject: Fatal error kills app in try/catch - - Why?

Posted by [nneilson](#) on Sat, 18 Dec 2010 08:32:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Fatal error

Assertion failed in c:\upp\uppsrc\core\Vcont.h,line 33

i>=0 && i<items

MS kills the app.

I know where the problem is:

```
try{
    Vector<String> vBL = Split(BLoc, ',');
    In = vBL[0] + "," + vBL[1]; // post error to forum
    In = parseLatLon(BLoc);
```

If a user inputs data that is space rather than comma delimited then vBL[1] is null.

In Util.cpp:

```
__BREAK__;
abort();
```

In Vcont.h:

```
T& Get(int i) const { ASSERT(i >= 0 && i < items); return vector[i]; }
```

The parseLatLon(BLoc); code is also in a try/catch block.

The question I have is since this is in two try/catch blocks WHY is the error not caught rather than have MS kill the app??

Neil