
Subject: Re: Testing framework in U++.

Posted by [mr_ped](#) on Thu, 26 May 2011 09:59:33 GMT

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

That's too deep level for meaningful problem report, you have to go level up to see what test exactly did crash the program.

Although I think I know which one was crashing it.

See `UnitTestTest/TestTest.cpp:64` "TEST (CrashingTestsAreReportedAsFailures)"

Comment the whole test out, and try again, it should finish correctly with something like:

Success: 165 tests passed.

Test time: 0.24 seconds.

I'm not sure how to fix the compiler settings/upp hooks to catch crashes as exceptions, it's a known problem I documented in `UnitTest++/README` (see at end of file known issues `"*B*"`).

As my apps don't crash very often, I don't care this feature does not work for me, but if anyone can contribute fix (how to turn crashing exceptions into c++ exceptions which will be catch by `UnitTest++`), I will be very glad for such fix.

In the meantime, comment out the crash test, and don't crash in your app too.
