
Subject: Re: When I try to do the exe on computer I get xx.exe has encountered a problem and needs to close.

Posted by [silverx](#) on Sat, 04 Jun 2011 12:42:34 GMT

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Yes, I know it was fixed, but that was after I stripped it down to just what I needed.

Further on the issue, I found the statement that it is having the problem with. I got IDA disassembler, and using the address from the information I found the instruction. Also the IDA disassembler allows you to run the code, and it gave me the illegal instruction on the same instruction.

It is in the Upp::StdConvertDouble code.

I also compiled and linked the code for bombs.exe and it runs fine on all of the computers including the one that I am having the issue with my program with.

I then used the IDA disassembler on bombs.exe and found the same code.

Interesting, it is not the same code. My uses MOVSD which is the illegal instruction.

Attached is a zip with 2 files in it. one with bombs.txt, which is the code from bombs.exe the other mysysinfo.txt from code of my program.

Not sure why the code is different for this function, as both were compiled and linked on the same computer. And I didn't change any linking option between them.

Any possible reason for this difference in the compiled code?

smaller part of code from mysysinfo

```
mov  ecx, $S20
or   ecx, 1
mov  $S20, ecx
mov  [ebp+var_4], 0
push 0
movsd xmm0, ds:qword_8DB838
xorpd xmm0, oword ptr ds:_mask@@NegDouble@
sub  esp, 8
movsd [esp+1Ch+var_1C], xmm0
sub  esp, 8
fld  ds:qword_8DB838
fstp [esp+24h+var_24]
mov  ecx, offset unk_AFE170
call j_Upp_ConvertDouble_ConvertDouble
push offset _Upp_StdConvertDouble__2__dynamic_atexit_destructor_for __x__ ;
_onexit_t
```

```
call  atexit
add   esp, 4
mov   [ebp+var_4], 0FFFFFFFh
```

The code from bombs for the same part of the code

```
mov   ecx, $S20
or   ecx, 1
mov   $S20, ecx
mov   [ebp+var_4], 0
push  0
fld   ds:dbl_7845E8
fchs
sub   esp, 8
fstp  [esp+1Ch+var_1C]
sub   esp, 8
fld   ds:dbl_7845E8
fstp  [esp+24h+var_24]
mov   ecx, offset unk_947D28
call   j_Upp_ConvertDouble_ConvertDouble
push   offset _Upp_StdConvertDouble_2_dynamic_atexit_destructor_for_x_;
_onexit_t
call   atexit
add   esp, 4
mov   [ebp+var_4], 0FFFFFFFh
```

Just a few lines are different, it uses fstp instead of movsd.

Any idea's on why and how to get them to generate the same code?

David

File Attachments

1) [codedif.zip](#), downloaded 398 times
