
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

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

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 msysinfo.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 msysinfo

```
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], 0FFFFFFFFh
```

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], 0FFFFFFFFh
```

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 433 times
