
Subject: Re: MSVC 10 to Upp conversion
Posted by [nneilson](#) on Mon, 06 Jun 2011 21:57:14 GMT
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Hi Koldo

I am able to debug into the code now after hard coding the args and setting the environment with:
system ("C:/FWTools2.4.7/setfw.bat /K");

I have a U++ GUI I can later tie into this. (Honza helped with SelectDirectory())

Where I am getting the crash is at ~#164 Tiler.cpp
fl.Open(loc);

loc at that point is correct, a portion is "... _Ptr=2190390 "0nt/5/0442/0442_0351.jpg"..."
I don't know how or if that full line can be copied in U++.

With this placed just before the problem line
printf("%s", loc);
fl.Open(loc);
it prints <NULL>.

fl.open goes into syskit.cpp FileLock::Open where "fileName" parameter loc) is OK.
if (m_fd) close(m_fd);
is where it actually crashes.

If I comment that line out it seem to run OK for the base images.
When it gets to tiling the lower resolutions it crashes, probably just need to comment a line there also.

Is there something in U++ that is needed to lock/unlock?