Subject: Re: Unstable 64bit builds
Posted by nixnixnix on Sun, 15 Jul 2012 20:12:13 GMT

I can't build MSC9x64 but I can build MSC9, MSC10 and MSC10x64. This only happens for me with MSC10x64.

The same behaviour is seen with upp5185. I tried debugging the release build with full debug info and get the same crash but also an error which I am emailing to you.

I think it has something to do with TopWindow as it seems to come up for me with about boxes or Prompt dialogs.

Will do a little more research on which other examples crash like this.

Nick

EDIT: also happens with the example Puzzle when you pop up the about dialog and float the mouse over it. Some pointer appears to be getting set to NULL.

Doesn't happen with Optimal builds so that might be my work around for now.