
Subject: Strange program crash
Posted by [deep](#) on Wed, 20 Feb 2013 19:57:57 GMT
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I am facing strange program crash.

System windows 7 64 bits, UPP5800, MSC10,

Test code.

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
    Image image;
    #define MAX_COL 750
    #define MAX_ROW 750

    struct Node
    {
        struct Node *Header;
        struct Node *Left;
        struct Node *Right;
        struct Node *Up;
        struct Node *Down;
        char IDName;
        int IDNum;
    };

    struct Node Root;
    struct Node Roots[MAX_COL];

    char Data[MAX_COL][MAX_ROW];

    // struct Node Matrix[MAX_COL][MAX_ROW];

    void Paint(Draw& w) {
        w.DrawRect(GetSize(), Cyan());
        w.DrawImage(10, 10, image);
    }

    MyApp() {
        ImageDraw iw(100, 40);
        iw.Alpha().DrawRect(0, 0, 100, 40, GrayColor(0));
        iw.Alpha().DrawEllipse(0, 0, 100, 40, GrayColor(255));
        iw.DrawEllipse(0, 0, 100, 40, Yellow());
    }
};
```

```
iw.DrawText(26, 10, "Image", Arial(16).Bold());
image = iw;
}
};
```

```
GUI_APP_MAIN
{
  MyApp().Sizeable().Run();
}
```

This code runs ok.

When I uncomment line with struct Node Matrix[MAX_COL][MAX_ROW]; Program crashes on run.

Crash report

Problem signature:

Problem Event Name: APPCRASH
Application Name: Test1.exe
Application Version: 0.0.0.0
Application Timestamp: 51252483
Fault Module Name: Test1.exe
Fault Module Version: 0.0.0.0
Fault Module Timestamp: 51252483
Exception Code: c00000fd
Exception Offset: 002c4207
OS Version: 6.1.7601.2.1.0.256.1
Locale ID: 2057
Additional Information 1: 3a6e
Additional Information 2: 3a6e02c22fcc91129d3773f5deb0f79b
Additional Information 3: 39ad
Additional Information 4: 39ad623814f92b971a57f1c746b1a539

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C:\Windows\system32\en-US\erofflps.txt

What can be the mistake ?