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Subject: WString0::Free() crashing  
Posted by [crydev](#) on Thu, 29 Aug 2013 20:32:02 GMT  
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Hello,

I am experiencing a crash that I cannot identify. When assigning a new wchar buffer to a WString class, I sometimes experience errors. Sometimes this does not occur, but sometimes it does. The crash it at:

```
inline int AtomicDec(volatile Atomic& t)      { return InterlockedDecrement((Atomic *)&t); }
```

The calling code is:

```
WString* localValues; // just to show what type the array is, this is fully initialized so no problems here.  
const wchar* strPtr = (const wchar*)&(buffer[i]);  
localValues[arrayIndex++] = WString(strPtr, value.GetLength()); // value.GetLength() is the length of the string, say 5.
```

The usual String class does not produce errors, while the assignment method is exactly the same. Why does it crash? I am using Win32 ofcourse.

Thanks, crydev

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