Subject: Re: WString0::Free() crashing Posted by zsolt on Thu, 29 Aug 2013 21:53:34 GMT View Forum Message <> Reply to Message

You should create that WString objects on heap (with new) instead of stack, I think. But the code would be much cleaner, using some container. U++ containers are very fast.

Page 1 of 1 ---- Generated from U++ Forum