Subject: OCE exit problem
Posted by keltor on Mon, 02 Sep 2013 11:11:37 GMT

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Hello uppers,

I have been testing some old application that contains the nice OCE package provided by Max. I tried compiling it and it worked fine, but when I ran it, it crashed on exit. To my surprise, even the OCETest crashed on me when I close it.

I managed to get OCETest working only by compiling it under MSC9 or, to be more exact, using the Windows SDK package that U++ suggests to install when it is first run. My application closes fine too but only after substituting any Break() with exit().

I am a little afraid to do this change. Could it be a source of leaks? Has anybody else had any trouble/any solution?

Puzzled,

Kel