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Subject: Re: Required simple MT lesson  
Posted by [mubeta](#) on Sat, 21 Sep 2013 16:01:08 GMT  
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So, maybe I have some news more.

The crash is caused by an object used for load an external dll library

```
else
{
    RLOG("3");
    commLoop = 0;
    RLOG("3.1");
    RLOGHEXDUMP((const void *)&vBusHandle, sizeof(vBusHandle));
    if(vBusHandle != 0) if(Bus().IsPortOpen(vBusHandle)) Bus().ClosePort(&vBusHandle);
    RLOG("3.2");
}
```

The Object Bus() is used only in one hide thread, of the multithread applications. But it is "declared"? "build"? using dli utility of U++.

For now, I modify the code for don't call the IsPortOpen function if the handle is 0, (and the application don't crash). But I belive that the problem is not solved.

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