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Subject: Crash on Cout with MSC15

Posted by [NilaT](#) on Wed, 20 Jul 2016 14:12:27 GMT

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Hello,

// edit:

For those who don't want to read all the text below:

What changes have to be done to 2014 sources that MT flag will work with MSC15 like newest (2015) sources do???

Thanks ;)

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I formatted my Laptop recently and decided to install the newest version of Upp and MS VS afterwards.

So I installed Upp 2015.2 (Version 9251) and MS Visual Studio Community 2015 (which is free to download).

I work on a Windows 10 Pro N Laptop.

So, after a few tweaks here and there, everything seems to work fine (despite the Win XP incompatibility, but thats okay)

BUT, I discovered one error which drives me nuts...

Cout() doesn't seem to work properly... printf is no problem though.

Sure I could change all Cout() calls to printf but that's not a solution.

The funny thing is, in debug everything works fine, only in optimal the program crashes immediately.

I tried to debug the optimal version in Visual Studio, the error seems to be in:

```
void Stream::Put(const char *s)
```

```
{  
    while (*s) Put(*s++);  
}
```

The error is always the same: (The error is german and I tried to translate it to english as good as I can)

Exception at 0x00AB60C7 (address changes every time) in (Projectname).exe: 0xC0000005:

Access violation at read at position 0x00000004.

But the funniest thing is, that this must be something depending on my includes (it's a rather big project)

Because, I made a new test application, only containing the following code:

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

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    Cout() << "\n-----\n";  
    ReadStdIn();  
}
```

and this just works fine, using the SAME sources as the big project.  
The \n----... is also the first line in my other project.

Any suggestions?  
Any help is very appreciated!

I also tried different compiler flags (GS) and sources (2014, 2015), always the same result...  
Everything works, except my "old" project.

//edit: I narrowed it down to the MT flag... Please just create a new multithreaded console project  
with the content I posted above and try it... It will crash. But why?

//edit2: Okay, only 2014 sources are affected. The newest sources work fine with MT... I'm on it.  
Please keep this thread if other people have the same issue

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