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

I formated 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 0x0000004.

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 differend 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
