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Subject: Re: Crash on Cout with MSC15

Posted by [NilaT](#) on Thu, 21 Jul 2016 06:25:28 GMT

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Could somebody please confirm the following?

New Console App in latest upp with latest sources, MSC15 on Win 10.

Compile and run in optimal with MT flag!

Code:

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

```
using namespace Upp;
```

```
CONSOLE_APP_MAIN
```

```
{  
    CoutUTF8(); // Without this line, works perfect. With this line = crash (same error as with 2014  
    upp sources)  
    Cout() << "\n-----\n";  
    ReadStdIn();  
}
```

And explain me where and why?

Thanks.

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//edit: Because we work with 2014 sources in our project, please forget that 2015 example.

I tried to apply the changes in CoutStream from 2015 to 2014 sources, because I thought a wrong Charset causes the error.

Afterwards I edited the Stream::Put method:

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

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

In debug, Put calls void Put(int c) in Stream.h:

```
void    Put(int c)
```

```
{  
    if(ptr < wrlim)  
        *ptr++ = c;  
    else  
        _Put(c);  
}
```

and then calls \_Put, which, in endeffect calls the "new" Put0 which converts the charset.

BUT, in optimal, the error raises in Stream::Put -> Put call.

I debug in Visual Studio, put a Breakpoint on the Put(\*s); call and press F11, but I can't jump into the function...

What the heck...

// edit:

I tried to compile our project with 2015 sources, same result.

Debug runs fine, optimal crashes.

I attach a pick of our project, compiled with 2014 sources and MSC15 in optimal.

### File Attachments

1) [crash.png](#), downloaded 264 times

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