
Subject: Re: MSC15 and 2014 sources - problem with Stream

Posted by [NilaT](#) on Fri, 22 Jul 2016 08:23:53 GMT

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In this particular example, no.

My code starts as following:

```
CONSOLE_APP_MAIN
{
    String cmd = "";
    const Vector<String>& argc = CommandLine();
    if (argc.GetCount()>0)
        cmd = argc[0];

    bool progCheck = true;
    for (int c=0;c<argc.GetCount();c++)
    {
        //if(_stricmp(argv[c], "noProgCheck") == 0)
        if(argc[c] == "noProgCheck")
        { progCheck = false;
          break;
        }
    }

    Cout() << "\n-----\n";
    Cout() << PROG_DESCRIPTION;
    Cout() << " ";
    Cout() << PROG_COPYRIGHT;
    Cout() << "\n";
    Cout() << "Rel.: ";
    Cout() << PROG_VERSION;
    Cout() << " / ";
    Cout() << DATABASE_VERSION;
    Cout() << " ";
    Cout() << cmd;
    Cout() << "\n-----\n";
```

and crashes at the very first Cout().

We use sockets in this program as well, that's why we need MT.

It seems to be a compiler problem, as it happens with 2014 sources and 2015 sources.

The funny thing is, that my little testprogram worked...

And when we compile our program with older upp (same sources though), and older compiler (VS2012) it works fine.

Do you know any compiler flag we should try??
