Subject: Re: Problem with dialogs
Posted by mirek on Tue, 29 Nov 2016 09:05:40 GMT
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This looks like something has overwrote TopWindow instance data with garbage (icon and largeicon members). From the description, looks like stack frame overwrite.

Any chance you are using some C arrays in your code? Or pointers to stack objects?

int h[200];

h[x] = something;

Or maybe using some library that does?

All I can say now is that I have the same setup for my major apps (win, in both 32 and 64 bit modes), I am doing a lot of stack based dialogs and prompts and never met this issue before... I do not rule out U++ as culprit, but...

Mirek