
Subject: Re: Problem with dialogs
Posted by [mirek](#) on Thu, 01 Dec 2016 08:09:08 GMT
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koldo wrote on Thu, 01 December 2016 09:03Thank you!

I will try both sides. Valgrind is only for Linux but there are other Windows counterparts.

The reason I imagine follows this sequence:

- A thread declares a C array
- A dialog is declared and opened
- The thread goes out of the bounds smashing dialog memory
- The dialog is closed and crashes in the destructor

This way, although both the thread and the dialog are unrelated, the thread smashes dialog memory.

Actually, this scenario is sort of less likely: Thread has own stack, so going out of bounds there is not going to break the dialog in GUI thread (of course, you can only have dialogs in main thread's stack, but I am sure you know that).

Quote:

It is curious that this only happens to very unrelated TopWindow subclasses. Maybe it is simply because TopWindow uses much memory and so the probability of being crashed is higher.

Well, this possibly might be a reason too - you are running out of stack. Usually it ends in different error but it is worth checking: Build with verbose and check there is /STACKSIZE:8000000 or bigger number in linker.
