Subject: AssertST problem in initialization when debugging on MSBT17x64
Posted by Tom1 on Tue, 27 Nov 2018 13:59:05 GMT

Hi,

As the title states, something goes wrong here when starting a debugging session of a GUI (MT) application:

```
#ifdef _DEBUG
inline void AssertST() { ASSERT(Thread::IsST()); }
#endif
```

The ASSERTion happens. If I comment out the ASSERT() code, the debugging session starts just fine. I'm running on Windows 10 Professional 64-bit and using MSBT17x64 compiler with up-to-date U++. Also, Release code works OK, which is obvious since the above code is not active there. Is there something wrong with my setup or is there some issue in Core?

Best regards,

Tom