
Subject: Re: AssertST problem in initialization when debugging on MSBT17x64
Posted by [Tom1](#) on Wed, 28 Nov 2018 08:23:36 GMT
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Hi Peter,

Sorry for being so unspecific.

First, it is my own program where this happens when running in debugger. Here's the backtrace:

```
DebugBreak()
Upp::AssertFailed(file=7ff6022e6700 "c:\\upp-12514\\upp.src\\uppsrc\\core\\Mt.h", line=116 't',
cond=7ff6022e66e8 "Thread::IsST()") at c:\\upp-12514\\upp.src\\uppsrc\\core\\util.cpp 167
Upp::AssertST() at c:\\upp-12514\\upp.src\\uppsrc\\core\\mt.h 116
Upp::Value::Register(w=40 '(', c=7ff600fa7ea5, name=7ff6022d46ac "Font") at
c:\\upp-12514\\upp.src\\uppsrc\\core\\value.cpp 560
Upp::Value::Register<Upp::Font>(name=7ff6022d46ac "Font") at
c:\\upp-12514\\upp.src\\uppsrc\\core\\value.hpp 318
Upp::s__sF0_19_fn() at c:\\upp-12514\\upp.src\\uppsrc\\draw\\font.cpp 21
Upp::Callinit::Callinit(fn=7ff6013188f0, cpp=7ff6022d4618
"C:\\upp-12514\\upp.src\\uppsrc\\Draw\\Font.cpp", line=19) at
c:\\upp-12514\\upp.src\\uppsrc\\core\\defs.h 176
Upp::`dynamic initializer for 's__sF0_19'() at c:\\upp-12514\\upp.src\\uppsrc\\draw\\font.cpp 19
__initterm(first=7ff60225d000->0, last=7ff60225e180->0)
__srt_common_main_seh()
__srt_common_main()
WinMainCRTStartup()
BaseThreadInitThunk()
RtlUserThreadStart()
```

After digging a bit deeper, I found out that my own code contains a static instance of a class that starts a couple of threads in the background. These threads are already running when the above assertion happens and if I do not start those threads, the assertion does not happen. However, I do need those threads for my software to work properly.

I worked around this issue by switching from "static MyClass a;" to "One<MyClass> a;" and appropriate initialization code "a.Create();" that runs only in GUI_APP_MAIN after everything else is initialized within U++.

Thanks and best regards,

Tom
