
Subject: Re: CoreTutorial package problem
Posted by [mirek](#) on Sat, 01 Feb 2020 13:17:00 GMT
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bozero wrote on Sat, 01 February 2020 12:19TheIDE pop out a message box as below when the programme is run step by step to CoreTutorial\Stream.cpp line 72.

Message box:

===

Failed to obtain information about threads. Make sure your application posses debug info. The debugger and debugge proceses will be stoped! [OK]

===

Part of CoreTutorial\Stream.cpp

===

```
/// In `LoadThrowing` mode, `Stream` throws `LoadingError` exception when there is problem with  
/// input `Stream`:
```

```
in.LoadThrowing();  
try {  
    in.GetAll(999999); <--- line 72  
}  
catch(LoadingError) {  
    LOG("Loading error");  
}  
}
```

===

I comment out the above code, rebuild and run the programme.
It run further to CoreTutorial\Serialize.cpp line 42 and pop out the same message box.

Part of CoreTutorial\Serialize.cpp

===

```
/// When serialization fails to load the data (e.g. because of wrong structure or not  
/// enough data in the stream), `Stream::LoadError` is invoked, which can trigger the  
/// exception if the stream is `LoadThrowing`:
```

```
ss2.Seek(0);  
ss2.LoadThrowing();  
try {  
    ss2 % x2 % h2 % x2; <-- line 42  
}  
catch(LoadingError) {  
    LOG("Deserialization has failed");  
}  
}
```

===

Thank you for you attention.

I see. That is not a problem of CoreTutorial, but (probably) a bug in mingw toolchain - debugger fails to start.

You should be able to run it with "Execute Ctrl+F5".

Mirek
