
Subject: Help:Thirdparty function call crashed
Posted by [mobilehunter](#) on Wed, 22 Nov 2006 03:26:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi,

Does anyone use __stdcall as callback to third party library from Ultimate++?

I have created a program to call thirdparty function that need function callback as it's argument from VC++ and Ultimate++

As for the VC++ version nothing bad happened.
But for the Ultimate++ i got error message like this
"Exception: C0000005 at 003919C6 EXCEPTION_ACCESS_VIOLATION reading at 00000014"

My main calls is inherited from TopWindow with layout.
Then i called Open() to get the HWND of newly created window.
Next call thirdparty function then crashed.
BUT if i commented Open(), then call thirdparty function no crash occurred. But in the end, we have to call Run(), this will call Open() right? Then the app crash again.
I think it crashed at GetActiveWindow() line.
Pseudo code

```
MyWindow::MyWindow()
{
    Open();
    hwnd = GetHwnd();
    CallThirLibrary(); // crashed
}
```

```
GUI_APP_MAIN
{
    //if i commented Open() above, then call Run() the crash occurred too, may be because Open() is
    called inside Run()
    MyWindow my;
    my.Run();
}
```

Still have no luck.

Thanks
