
Subject: analyzing a crash file

Posted by [forlano](#) on Tue, 29 May 2007 21:58:57 GMT

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Hello,

I've built the crash package to debug my app. I've even produced a map file. Now the program show me a lot of lines with many interesting data that unfortunately are without meaning for me (see below for few lines).

The question is: what I must look for in these lines to understand where something goes wrong? It seems there is a problem in the function SwissDubov::CanPairingGroup.

Many thanks,

Luigi

```
=====
Crash log VegaTeam5.exe.2007-05-29-23-42-56.crash
Access violation reading at 0x00133000
0x00435057: int SwissDubov::CanPairingGroup(int,int,int,int (* const)[2],int *) + 0x554 bytes
```

Recognized stack dwords:

```
0x00512e09: _$I10_OUTPUT + 0x88d bytes
0x0050f91a: __fltout2 + 0x64 bytes
0x0050086a: __shift + 0x18 bytes
0x004ffc96: __getptd_noexit + 0x7e bytes
0x005080ee: _write_string + 0x27 bytes
0x005089ff: __output_l + 0x8ee bytes
0x00508a7e: __output_l + 0x96d bytes
0x005010f9: __cftog_l + 0xf6 bytes
0x004ffc96: __getptd_noexit + 0x7e bytes
0x005080ee: _write_string + 0x27 bytes
0x005089ff: __output_l + 0x8ee bytes
0x00508a7e: __output_l + 0x96d bytes
0x004ffc96: __getptd_noexit + 0x7e bytes
0x005080ee: _write_string + 0x27 bytes
0x005089ff: __output_l + 0x8ee bytes
0x00508a7e: __output_l + 0x96d bytes
0x004ffc96: __getptd_noexit + 0x7e bytes
0x005080ee: _write_string + 0x27 bytes
0x005089ff: __output_l + 0x8ee bytes
0x00508a7e: __output_l + 0x96d bytes
0x004fba7c: _free + 0x6e bytes
0x004fba9b: _free + 0x8d bytes
0x004fba7c: _free + 0x6e bytes
0x004fba9b: _free + 0x8d bytes
0x005003e0: __except_handler4 + 0x0 bytes
0x004fba9b: _free + 0x8d bytes
0x004cc65c: void Upp::MemoryFree(void *) + 0x3c bytes
```

0x004d8f2f: class Upp::String Upp::VFormat(char const *,char *) + 0x9f bytes
 0x0052b9d1: __ehandler\$?VFormat@Upp@@YA?AVString@1>@PBDPAD>@Z + 0x0 bytes
 0x004d91de: class Upp::String Upp::Sprintf(char const *,...) + 0x1e bytes
 0x004d954c: class Upp::String Upp::FormatInteger(int) + 0x4c bytes
 0x004d9568: class Upp::String Upp::FormatInteger(int) + 0x68 bytes
 0x004d9588: class Upp::String Upp::FormatInteger(int) + 0x88 bytes
 0x0052bb1b: __ehandler\$?FormatInteger@Upp@@YA?AVString@1>@H>@Z + 0x0 bytes
 0x004d688f: void Upp::Stream::Putf(class Upp::String const &) + 0x1f bytes
 0x004cd672: Upp::String::~~String(void) + 0x12 bytes
 0x00418e04: ?? \$?6H@Upp@@YAAAVStream>@0>@AAV10>@ABH>@Z + 0x32 bytes
 0x004d5f6b: void Upp::Stream::Putf(char const *) + 0x1b bytes
 0x0043066b: void SwissDubov::MovePlayer(int,int,int,int,int) + 0x1c9 bytes
 0x0051ac61: __ehandler\$?MovePlayer@SwissDubov@@QAEXHHHH>@Z + 0x0 bytes
 0x00430c6b: int SwissDubov::MergeGroup(int) + 0x1b1 bytes
 0x00430f1b: int SwissDubov::MergeGroup(int) + 0x461 bytes
 0x004fba7c: _free + 0x6e bytes
 0x004fba9b: _free + 0x8d bytes
 0x005003e0: __except_handler4 + 0x0 bytes
 0x004fba9b: _free + 0x8d bytes
 0x004cc65c: void Upp::MemoryFree(void *) + 0x3c bytes
 0x004d8f2f: class Upp::String Upp::VFormat(char const *,char *) + 0x9f bytes
 0x0052b9d1: __ehandler\$?VFormat@Upp@@YA?AVString@1>@PBDPAD>@Z + 0x0 bytes
 0x004d91de: class Upp::String Upp::Sprintf(char const *,...) + 0x1e bytes
 0x004d954c: class Upp::String Upp::FormatInteger(int) + 0x4c bytes
 0x004d9568: class Upp::String Upp::FormatInteger(int) + 0x68 bytes
 0x004d9588: class Upp::String Upp::FormatInteger(int) + 0x88 bytes
 0x0052bb1b: __ehandler\$?FormatInteger@Upp@@YA?AVString@1>@H>@Z + 0x0 bytes
 0x0051b361: __ehandler\$?CanPairingGroup@SwissDubov@@QAEXHHHHQAY01HPAH>@Z + 0x0 bytes
 0x00435ec1: int SwissDubov::PrepareRound(int,int) + 0x27b bytes
 0x004ffc96: __getptd_noexit + 0x7e bytes
 0x005080ee: _write_string + 0x27 bytes
 0x005089ff: __output_l + 0x8ee bytes
 0x00508a7e: __output_l + 0x96d bytes
 0x004fba7c: _free + 0x6e bytes
 0x004fba9b: _free + 0x8d bytes
 0x005003e0: __except_handler4 + 0x0 bytes
 0x004fba9b: _free + 0x8d bytes
 0x004cc65c: void Upp::MemoryFree(void *) + 0x3c bytes
 0x004d8f2f: class Upp::String Upp::VFormat(char const *,char *) + 0x9f bytes
 0x0052b9d1: __ehandler\$?VFormat@Upp@@YA?AVString@1>@PBDPAD>@Z + 0x0 bytes
 0x004d91de: class Upp::String Upp::Sprintf(char const *,...) + 0x1e bytes
 0x004023ed: int Upp::AIndex<class Upp::String,class Upp::Vector<class Upp::String>,struct Upp::StdHash<class Upp::String> >::Find0(class Upp::String const &,int)const + 0x19 bytes
 0x004027d0: int Upp::AIndex<class Upp::String,class Upp::Vector<class Upp::String>,struct Upp::StdHash<class Upp::String> >::Find(class Upp::String const &,unsigned int)const + 0x1b bytes
 0x0040292b: int Upp::AIndex<class Upp::String,class Upp::Vector<class Upp::String>,struct

Upp::StdHash<class Upp::String> >::Find(class Upp::String const &)const + 0x1e bytes
 0x004081a2: class TeamArchive & Upp::AMap<class Upp::String,class TeamArchive,class
 Upp::Vector<class TeamArchive>,struct Upp::StdHash<class Upp::String> >::Get(class
 Upp::String const &) + 0xc bytes
 0x004cd672: Upp::String::~~String(void) + 0x12 bytes
 0x0042c159: void RoundData::AdjournTeamState(int) + 0x50a bytes
 0x0051b3c8: __ehandler\$?PrepareRound@SwissDubov@@@QAEHHH>@Z + 0x0 bytes
 0x0042df67: int RoundData::MakeNextPairing(void) + 0x196 bytes
 0x004cc993: unsigned char * Upp::Alloc4KBRaw(void) + 0xb3 bytes
 0x004cc993: unsigned char * Upp::Alloc4KBRaw(void) + 0xb3 bytes
 0x004cc993: unsigned char * Upp::Alloc4KBRaw(void) + 0xb3 bytes
 0x004b4040: long Upp::Ctrl::WindowProc(unsigned int,unsigned int,long) + 0xba3 bytes
 0x004b40ae: long Upp::Ctrl::WindowProc(unsigned int,unsigned int,long) + 0xc11 bytes
 0x004d3f8e: Upp::PtrBase::~~PtrBase(void) + 0x1e bytes
 0x004b7252: void Upp::Vector<struct Upp::Ctrl::MoveCtrl>::Trim(int) + 0x20 bytes
 0x004b8424: void Upp::AIndex<class Upp::Ctrl *,class Upp::Vector<class Upp::Ctrl *>,struct
 Upp::StdHash<class Upp::Ctrl *> >::Clear(void) + 0x15 bytes
 0x004b3069: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x17e
 bytes
 0x004b4040: long Upp::Ctrl::WindowProc(unsigned int,unsigned int,long) + 0xba3 bytes
 0x004b40ae: long Upp::Ctrl::WindowProc(unsigned int,unsigned int,long) + 0xc11 bytes
 0x004b72de: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x82 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b1741: bool Upp::Ctrl::IsWndOpen(void)const + 0x5 bytes
 0x004b0058: bool Upp::Ctrl::IsOpen(void)const + 0xf bytes
 0x004a6a98: struct Upp::Rect_<int> Upp::Rect_<int>::Inflated(int)const + 0xd bytes
 0x004b785a: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0x10 bytes
 0x004b1741: bool Upp::Ctrl::IsWndOpen(void)const + 0x5 bytes
 0x004b0058: bool Upp::Ctrl::IsOpen(void)const + 0xf bytes
 0x004b1741: bool Upp::Ctrl::IsWndOpen(void)const + 0x5 bytes
 0x0047ae5b: Upp::WithFileSelectorLayout<class
 Upp::TopWindow>::~~WithFileSelectorLayout<class Upp::TopWindow>(void) + 0xf1 bytes
 0x0052395c:
 __ehandler\$??1?\$WithFileSelectorLayout@VTopWindow>@Upp@@@Upp@@@UAE>@XZ +
 0x0 bytes
 0x0052f638: ??__Fx@? ???sStdColor@Upp@@@YAAAV?\$Vector@K>@1>@XZ>@YAXXZ +
 0xbb8 bytes
 0x0052f624: ??__Fx@? ???sStdColor@Upp@@@YAAAV?\$Vector@K>@1>@XZ>@YAXXZ +
 0xba4 bytes
 0x0052f638: ??__Fx@? ???sStdColor@Upp@@@YAAAV?\$Vector@K>@1>@XZ>@YAXXZ +
 0xbb8 bytes
 0x0052f638: ??__Fx@? ???sStdColor@Upp@@@YAAAV?\$Vector@K>@1>@XZ>@YAXXZ +
 0xbb8 bytes
 0x00512e09: _\$I10_OUTPUT + 0x88d bytes
 0x0050f91a: __fltout2 + 0x64 bytes
 0x0050086a: __shift + 0x18 bytes
 0x004ffc96: __getptd_noexit + 0x7e bytes
 0x005089ff: __output_l + 0x8ee bytes

0x00508a7e: __output_l + 0x96d bytes
 0x004c40f0: class Upp::FontInfo Upp::Draw::Acquire(class Upp::Font,struct HDC__ *,int,int) + 0x9b bytes
 0x004bbb30: void Upp::Draw::SetFont(class Upp::Font,int) + 0x7b bytes
 0x004c36e2: void Upp::Draw::DrawTextOp(int,int,int,unsigned short const *,class Upp::Font,class Upp::Color,int,int const *) + 0x83 bytes
 0x004c40f0: class Upp::FontInfo Upp::Draw::Acquire(class Upp::Font,struct HDC__ *,int,int) + 0x9b bytes
 0x004c405f: class Upp::FontInfo Upp::Draw::Acquire(class Upp::Font,struct HDC__ *,int,int) + 0xa bytes
 0x004b1db2: void Upp::Ctrl::WndInvalidateRect(struct Upp::Rect_<int> const &) + 0x16 bytes
 0x004b7907: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xbd bytes
 0x004b72de: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x82 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x004b78fd: void Upp::Ctrl::RefreshFrame(struct Upp::Rect_<int> const &) + 0xb3 bytes
 0x004b72e9: void Upp::Ctrl::Refresh(struct Upp::Rect_<int> const &) + 0x8d bytes
 0x0051ab8c: __ehandler\$?MakeNextPairing@RoundData@@@QAEHXZ + 0x0 bytes
 0x00409c08: void VegaMain::DopairingCB(void) + 0xc8 bytes
 0x00409b4a: void VegaMain::DopairingCB(void) + 0xa bytes
 0x00515c8a: __ehandler\$?DopairingCB@VegaMain@@@QAEXXZ + 0x0 bytes
 0x00460fc8: bool Upp::Pusher::FinishPush(void) + 0x25 bytes
 0x004619ac: void Upp::Pusher::LeftUp(struct Upp::Point_<int>,unsigned long) + 0x5 bytes
 0x004b4a18: class Upp::Image Upp::Ctrl::MouseEvent(int,struct Upp::Point_<int>,int,unsigned long) + 0x1e3 bytes
 0x004b528e: class Upp::Image Upp::Ctrl::MouseEventH(int,struct Upp::Point_<int>,int,unsigned long) + 0xc4 bytes
 0x004b5556: class Upp::Image Upp::Ctrl::MEvent0(int,struct Upp::Point_<int>,int) + 0x2b3 bytes
 0x00528beb: __ehandler\$?MEvent0@Ctrl>@Upp@@@AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
 0x004b5971: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x199 bytes
 0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@@@AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes

0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b594e: class Upp::Image Upp::Ctrl::DispatchMouseEvent(int,struct Upp::Point_<int>,int) + 0x176 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b8d97: Upp::TimeEvent::~~TimeEvent(void) + 0x26 bytes
0x00528f8c: __ehandler\$??1TimeEvent@Upp@ @QAE>@XZ + 0x0 bytes
0x00528c64: __ehandler\$?DispatchMouseEvent@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b5c46: class Upp::Image Upp::Ctrl::DispatchMouse(int,struct Upp::Point_<int>,int) + 0xd5 bytes
0x00528ca2: __ehandler\$?DispatchMouse@Ctrl>@Upp@ @AAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes
0x004b1c12: class Upp::Image Upp::Ctrl::DoMouse(int,struct Upp::Point_<int>,int) + 0x43 bytes

0x005288c0: __ehandler\$?DoMouse@Ctrl>@Upp@ @IAE?AVImage@2>@HU?\$Point_@H@2>@H>@Z + 0x0 bytes

0x004b3e47: long Upp::Ctrl::WindowProc(unsigned int,unsigned int,long) + 0x9aa bytes

0x004ae242: struct Upp::Rect_<int> Upp::Ctrl::GetScreenView(void)const + 0x34 bytes

0x00471ddc: struct Upp::Rect_<int> Upp::operator+(struct Upp::Rect_<int>,struct Upp::Point_<int>) + 0x21 bytes

0x004ae2cb: struct Upp::Rect_<int> Upp::Ctrl::GetScreenRect(void)const + 0x61 bytes

0x004add82: struct Upp::Rect_<int> Upp::Ctrl::GetRect(void)const + 0xd bytes

0x004ae27e: struct Upp::Rect_<int> Upp::Ctrl::GetScreenRect(void)const + 0x14 bytes

0x004b34ab: long Upp::Ctrl::WindowProc(unsigned int,unsigned int,long) + 0xe bytes

0x00528b60: __ehandler\$?WindowProc@Ctrl>@Upp@ @UAEJIIJ>@Z + 0x0 bytes

0x00471ddc: struct Upp::Rect_<int> Upp::operator+(struct Upp::Rect_<int>,struct Upp::Point_<int>) + 0x21 bytes

0x004ae242: struct Upp::Rect_<int> Upp::Ctrl::GetScreenView(void)const + 0x34 bytes

0x00471ddc: struct Upp::Rect_<int> Upp::operator+(struct Upp::Rect_<int>,struct Upp::Point_<int>) + 0x21 bytes

0x004ae2cb: struct Upp::Rect_<int> Upp::Ctrl::GetScreenRect(void)const + 0x61 bytes

0x004add82: struct Upp::Rect_<int> Upp::Ctrl::GetRect(void)const + 0xd bytes

0x004ae27e: struct Upp::Rect_<int> Upp::Ctrl::GetScreenRect(void)const + 0x14 bytes

0x004b41e8: long Upp::TopWindow::WindowProc(unsigned int,unsigned int,long) + 0x91 bytes

0x004b8424: void Upp::AIndex<class Upp::Ctrl *,class Upp::Vector<class Upp::Ctrl *>,struct Upp::StdHash<class Upp::Ctrl *> >::Clear(void) + 0x15 bytes

0x004b34ab: long Upp::Ctrl::WindowProc(unsigned int,unsigned int,long) + 0xe bytes

0x00528b60: __ehandler\$?WindowProc@Ctrl>@Upp@ @UAEJIIJ>@Z + 0x0 bytes

0x004b3069: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x17e bytes

0x004b2eeb: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x0 bytes

0x004b2eeb: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x0 bytes

0x004add82: struct Upp::Rect_<int> Upp::Ctrl::GetRect(void)const + 0xd bytes

0x004b41e8: long Upp::TopWindow::WindowProc(unsigned int,unsigned int,long) + 0x91 bytes

0x0046aa77: Upp::Ptr<class Upp::Ctrl>::Ptr<class Upp::Ctrl>(class Upp::Ctrl *) + 0x29 bytes

0x004b302c: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x141 bytes

0x004b2eeb: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x0 bytes

0x00528b43: __ehandler\$?WndProc@Ctrl>@Upp@ @KGJPAUHWND__ @ @IIJ>@Z + 0x0 bytes

0x004b2eeb: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x0 bytes

0x004b2eeb: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x0 bytes

0x004b2eeb: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x0 bytes

0x004b2eeb: long Upp::Ctrl::WndProc(struct HWND__ *,unsigned int,unsigned int,long) + 0x0 bytes

0x004b1cd5: bool Upp::Ctrl::ProcessEvent(bool *) + 0xa1 bytes
0x004b1cf2: bool Upp::Ctrl::ProcessEvents(bool *) + 0xa bytes
0x004b30db: void Upp::Ctrl::EventLoop(class Upp::Ctrl *) + 0x39 bytes
0x004b2c41: class Upp::Ctrl * Upp::Ctrl::GetOwner(void) + 0x5 bytes
0x004afa9e: int Upp::TopWindow::Run(bool) + 0x113 bytes
0x005284ac: __ehandler\$?Run@TopWindow>@Upp@@@QAEH_N@Z + 0x0 bytes
.... [continues....]
