Subject: AESStream cause of error in GUI TopWindow
Posted by xynkfrost on Thu, 24 Dec 2020 20:54:44 GMT
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Hi,

I'm using TheIDE 13664 (MinGW 7.3.0) in Windows 7. I have a GUI MT Application and it throws an error when declaring AESEncoderStream/AESDecoderStream. It links and compiles successfully however I encounter this error during runtime:

"ASSERT FAILED: Assertion failed in C:\upp\src\Core\Ops.h, line 359 ndx < 60".

But when I declare it in GUI_APP_MAIN, it doesn't throw any error. Here is the code:

GUI_APP_MAIN:

```
#include "TFrame1.h"

GUI_APP_MAIN
{
    /*
     But when I declare it here, it doesn't throw any errors.
     String test_str = "abaskc,jrop135908";
     AESEncoderStream s(test_str.GetLength(), AESRandomString(32)); // works.
     */
    TFrame1 *app = new TFrame1;
    app->Run();
}
```

TFrame1.h

```
#include <CtrlLib/CtrlLib.h>
#include <Core/Core.h>
#include <GridCtrl/GridCtrl.h>
#include <AESStream/AESStream.h>

using namespace Upp;

#define LAYOUTFILE <MainProject/Layout.lay>
#include <CtrlCore/lay.h>

class TFrame1 : public WithTFrame1Layout<TopWindow> {
public:
    typedef TFrame1 CLASSNAME;
    TFrame1();
    virtual ~TFrame1() {};
};
```

TFrame1.cpp:

```
#include "TFrame1.h"

TFrame1::TFrame1()
{
    CtrlLayout(*this, "X-Title");
    String test_str = "abcdefghijklmnop1235789";
    AESEncoderStream s(test_str.GetLength(), AESRandomString(32)); // this is causes the error.

    /* ... */
}
```

Any help would be greatly appreciated.

By the way, Merry Christmas / Happy Holidays everyone!

Regards,

Subject: Re: AESStream cause of error in GUI TopWindow
Posted by xynkfrost on Fri, 25 Dec 2020 10:50:02 GMT
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xynkfrost wrote on Thu, 24 December 2020 15:54Hi,

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    AESEncoderStream s(test_str.GetLength(), AESRandomString(32)); // this is causes the error.

    /* ... */
}
```

Any help would be greatly appreciated.

By the way, Merry Christmas / Happy Holidays everyone!

Regards,

Problem is now resolved by upgrading to the latest STABLE version.