
Subject: Help:Thirdparty function call crashed

Posted by [mobilehunter](#) on Wed, 22 Nov 2006 03:26:29 GMT

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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 occured. 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();  
    CallThirdLibrary(); // crashed  
}
```

```
GUI_APP_MAIN
```

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

Still have no luck.

Thanks

Subject: Re: Help:Thirdparty function call crashed

Posted by [mirek](#) on Wed, 22 Nov 2006 09:46:49 GMT

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It is possible that the function does something GUI-related and bad for U++ CtrlCore.

What does it does?

Have your tried to look at backtrace in the debugger?

Mirek

Subject: Re: Help:Thirdparty function call crashed [Solved]
Posted by [mobilehunter](#) on Thu, 23 Nov 2006 00:06:23 GMT
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Thanks, the problem is solved.
