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 functition 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

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

Thanks, the problem is solved.