
Subject: exception failure

Posted by [bonami](#) on Tue, 26 Feb 2008 02:33:39 GMT

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U++ says runtime requested to be terminated in an unusual way. so i suppose i fail to catch the exception. just click "listen", regardless of other input fields, to see this problem.

here's my functions,

Quote:main.cpp 475: func_server(), should be caught at line 489

Quote:ezudp.cpp 196: serve(), should be rethrown at line 204Quote:

ezudp.cpp 56: relate(), exception thrown at line 96

File Attachments

1) [ezcomm.zip](#), downloaded 319 times

Subject: Re: exception failure

Posted by [mirek](#) on Tue, 26 Feb 2008 20:00:53 GMT

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If I compile with MSC9, I get "writes to freed blocks". Which basically means you have some dangling pointer somewhere...

Subject: Re: exception failure

Posted by [bonami](#) on Wed, 27 Feb 2008 06:11:02 GMT

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this seems to have sth. to do with multi-threading-compilation.

in test.zip, there's a .upp.st, which is single thread's upp.

currently, test project fails just like my project.

but if you rename .upp.st to .upp, test project will work fine.

you can simply call l2() instead of l1() to simplify and it still fails in MT environment.

File Attachments

1) [test.zip](#), downloaded 553 times

Subject: Re: exception failure

Posted by [mirek](#) on Wed, 27 Feb 2008 08:33:07 GMT

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For starters:

```
int test::Runn(bool appmodal)
{
    Picture pic;
    Image m = IMAGECLASS::Get("i");
    DrawingDraw iw(m.GetSize());
    iw.DrawImage(0, 0, m);
    Drawing dr = iw;
    pic = dr;
    this->Add(pic);
}
```

After that, I was not able to crash the code.

Mirek

Subject: Re: exception failure
Posted by [bonami](#) on Thu, 28 Feb 2008 02:28:51 GMT
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i'm driven crazy.
a slight change in ezcomm decides whether it crashes.
have nothing suspicious in either in window creation or button clicking.

Subject: Re: exception failure
Posted by [bonami](#) on Mon, 17 Mar 2008 07:45:37 GMT
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now here's improved code that crashes.
unimportatnt code macro'ed out.

```
line 185:      socket(AF_INET, SOCK_DGRAM, IPPROTO_UDP); //if commented, it does not
              crash
              throw std::string("throwing");
line 207:      l2();
line 283:      thrd.Run(callback1(ss, &cls::ll, (void *)NULL));
line 299:      test().Runn(); (runs upwards)
```

File Attachments

1) [test.zip](#), downloaded 315 times
