Subject: Strange crash connected to Timer
Posted by nixnixnix on Wed, 10 Mar 2010 20:39:28 GMT
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Hi,

I've been getting regular but hard to repeat crashes so I let my software go in debug mode and found the attached call stack. I'm not sure if it is something I am doing or a slight bug in UPP that only I see because I run a function that looks like this

```
void OpenWind::OnTimer()
{
 // update the UI

 bool b = AreWeFree();

 m_pSaveButton->Enable(b);
 m_pNewButton->Enable(b);
 m_pEditButton->Enable(b);

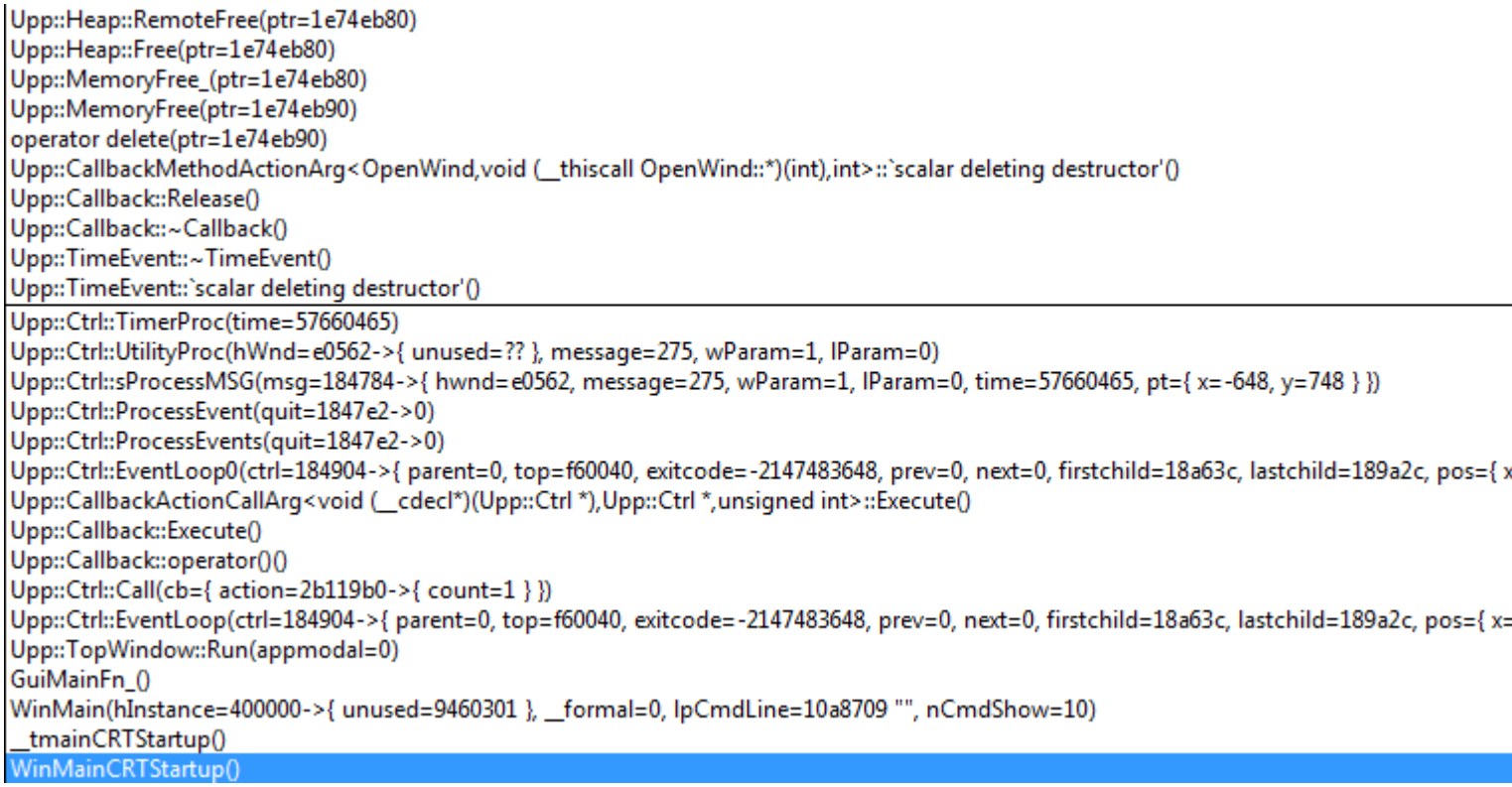
 ::SetTimeCallback(1000,THISBACK(OnTimer));
}
```

in order to update the state of my toolbar buttons. As you can see, OnTimer is called every second for the whole time my software is running. The crash happens when I am running other threads concurrently. Am only posting this here because the call stack consists entirely of UPP code.

Nick

File Attachments

1) callStack.png, downloaded 907 times



Subject: Re: Strange crash connected to Timer
Posted by mirek on Thu, 11 Mar 2010 06:52:35 GMT
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nixnixnix wrote on Wed, 10 March 2010 15:39Hi,

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Nick

Well, my first guess would be that in some other thread you forgot to GuiLock.

Maybe it would be interesting to post here call stacks of all threads (in theide, you can easily achieve that - you can switch threads and you can also put the callstack into the clipboard).

Note:

::SetTimeCallback(-1000,THISBACK(OnTimer));

Negative time would repeat the callback, so there would be no need to reactivate it in OnTimer.

Mirek

Subject: Re: Strange crash connected to Timer
Posted by nixnixnix on Thu, 11 Mar 2010 18:05:44 GMT
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How do I switch threads please? That would be great!

Subject: Re: Strange crash connected to Timer
Posted by mirek on Thu, 11 Mar 2010 19:18:12 GMT
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nixnixnix wrote on Thu, 11 March 2010 13:05How do I switch threads please? That would be great!

There is a DropList on the left side of callstack DropList with threadid...

Mirek

Subject: Re: Strange crash connected to Timer

Posted by nixnixnix on Fri, 12 Mar 2010 01:14:45 GMT
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Hi Mirek,

The other threads listed are all in either ntdll.dll or in USER32.dll. In each case there is no call stack to paste here, just an address within each dll. They are below:

thread ID | DLL | address
0x80c - this is the thread which was described in my original post
0x564 | USER32.dll | 0x768f7e47
0x610 | ntdll.dll | 0x77cf00fd
0xbf8 | USER32.dll | 0x768f7e47
0xf84 | ntdll.dll | 0x77cefd31
0xcf0 | ntdll.dll | 0x77cf1ee6

My app ran for almost 200 iterations before it hit this. Sometimes its as few as 13 iterations. Other times it can run for over 5000 iterations.

EDIT: how do I copy and paste the callstack please? I've tried various things but can't quite figure it out. Also, I have disabled the OnTimer method and still get the crashes. I think I have a better example to paste but it would be good to know how to copy the callstack.

EDIT2: I do not use GuiLock but I didn't think I needed to if I always use PostCallback to update the interface. Is this correct? What if I have several threads posting GUI related callbacks to a function in the main thread?

Nick

Subject: Re: Strange crash connected to Timer
Posted by mirek on Fri, 12 Mar 2010 07:32:42 GMT
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nixnixnix wrote on Thu, 11 March 2010 20:14Hi Mirek,

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Have tried to look into Debug menu?

Quote:
EDIT2: I do not use GuiLock but I didn't think I needed to if I always use PostCallback to update the interface. Is this correct?

Yes. But possible problem is that it is way too easy to call something that actually needs GuiLock. E.g. reading some data from some widget or doing some operation that access GUI. (Remember that problem last time with ImageDraw?)

Quote:
What if I have several threads posting GUI related callbacks to a function in the main thread?

That should not be a problem.

Subject: Re: Strange crash connected to Timer
Posted by nixnixnix on Fri, 12 Mar 2010 20:12:40 GMT
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Quote:
Have tried to look into Debug menu?

Strangely yes. I see copy backtrace and I see copy dissassembly (both of which I have tried) but I don't see copy callstack. I realise I am being dumb but perhaps you could walk me through this? I am using version 2203

I think I may have fixed it anyway - I was updating a separate window directly.

Cheers,

Nick

Subject: Re: Strange crash connected to Timer
Posted by mirek on Sat, 13 Mar 2010 08:11:56 GMT
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nixnixnix wrote on Fri, 12 March 2010 15:12Quote:
Have tried to look into Debug menu?

Strangely yes. I see copy backtrace and I see copy dissassembly (both of which I have tried) but I don't see copy callstack.

backtrace = callstack.

(It is term from gdb, I thought it is not confusing).

Quote:
I think I may have fixed it anyway - I was updating a separate window directly.

Mirek