Subject: .BRC files and .exe in memory
Posted by koldo on Mon, 29 Mar 2010 16:06:08 GMT
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Hello all

I have prepared a function for Windows (RunFromMemory(const char *)) that reads a buffer with a program and runs it in memory.

So imagine. In a basic sample there are two files:
- launcher.exe
- realprogram.xxx

launcher.exe is just this:

```
GUI_APP_MAIN {
 RunFromMemory(LoadFile("realprogram.xxx"));
}
```

It runs well with different U++ programs but when using it with one that includes .brc files, realprogram.xxx crashes.

Could it be because the .exe in memory wants to read .brc from file instead of from memory?. As there is no realprogram.exe file, it could crash.

Subject: Re: .BRC files and .exe in memory
Posted by koldo on Tue, 30 Mar 2010 11:07:33 GMT
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koldo wrote on Mon, 29 March 2010 18:06Hello all

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Hello All

I have found that this has nothing to do with .brc files.

After testing several programs and packages (including TheIDE itself) a program crash just when adding one of these packages:

- Painter
- plugin/jpg

It is just adding them, without calling any function from them.

Subject: Re: .BRC files and .exe in memory
Posted by mirek on Tue, 30 Mar 2010 19:15:17 GMT
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koldo wrote on Mon, 29 March 2010 12:06Hello all

I have prepared a function for Windows (RunFromMemory(const char *)) that reads a buffer with a program and runs it in memory.

How? Without more info, it is hard to comment about this./

Subject: Re: .BRC files and .exe in memory
Posted by koldo on Wed, 31 Mar 2010 13:31:27 GMT
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Sorry!

Finally it does work with or without Painter.

It was a nasty problem from my source, now solved.
