Subject: How to catch a dll exception
Posted by koldo on Mon, 27 Sep 2010 14:50:10 GMT

View Forum Message <> Reply to Message

Hello all

Running a dll I get this exception:

EXCEPTION_FLT_INVALID_OPERATION

Is it a way to catch these exceptions properly?

I have tried with __try __finally but it does not serve.

Subject: Re: How to catch a dll exception
Posted by mdelfede on Mon, 27 Sep 2010 16:35:29 GMT

View Forum Message <> Reply to Message

Hi koldo,

did you try with the C++ try....catch ?

Max

Subject: Re: How to catch a dll exception
Posted by koldo on Mon, 27 Sep 2010 21:06:52 GMT

View Forum Message <> Reply to Message

Hello Massimo

It seems C++ exceptions and Win32 and hardware exceptions are not the same.

Now I am reading about SEH exceptions ("Structured Exception Handling").

Subject: Re: How to catch a dll exception
Posted by mdelfede on Tue, 28 Sep 2010 09:29:06 GMT

View Forum Message <> Reply to Message

SEH should be for C exception, try...catch for c++ ones, and (IIRC) they're not very compatible.
If your DLL throws c++ exception, they should be caught with try... catch construct; if it's a c dll, it should work with SEH.

If both don't work, I'm out of ideas

Ciao

Max

Subject: Re: How to catch a dll exception
Posted by koldo on Tue, 28 Sep 2010 13:41:20 GMT

View Forum Message <> Reply to Message

Hello Massimo

Here there is an example and some info about SEH exceptions, some using _set_se_translator() and /EHa compiler flag.

Example
 http://www.gamedev.net/community/forums/topic.asp?topic_id=5 13190

Docs
 http://blogs.msdn.com/b/jaredpar/archive/2008/01/11/mixing-s eh-and-c-exceptions.aspx
http://www.gamedev.net/reference/articles/article2488.asp
 http://msdn.microsoft.com/en-us/library/9xtt5hxz%28VS.80%29. aspx

Perhaps my .dll is very strange, so _set_se_translator() catch the .dll exception indeed, but it cannot clean it so after that the exception reappears ending the program.