Subject: WString0::Free() crashing
Posted by crydev on Thu, 29 Aug 2013 20:32:02 GMT
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Hello,

I am experiencing a crash that I cannot identify. When assigning a new wchar buffer to a WString class, I sometimes experience erors. Sometimes this does not occur, but sometimes it does. The crash it at:

inline int AtomicDec(volatile Atomic& t) { return InterlockedDecrement((Atomic *)&t); }

The calling code is:

WString* localValues; // just to show what type the array is, this is fully initialized so no problems here.
const wchar* strPtr = (const wchar*)&(buffer[i]);
localValues[arrayIndex++] = WString(strPtr, value.GetLength()); // value.GetLength() is the length of the string, say 5.

The usual String class does not produce errors, while the assignment method is exactly the same. Why does it crash? I am using Win32 ofcourse.

Thanks, crydev

Subject: Re: WString0::Free() crashing
Posted by zsolt on Thu, 29 Aug 2013 21:53:34 GMT
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You should create that WString objects on heap (with new) instead of stack, I think.
But the code would be much cleaner, using some container. U++ containers are very fast.

Subject: Re: WString0::Free() crashing
Posted by crydev on Fri, 30 Aug 2013 20:21:47 GMT
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I fixed it by changing the array to a Vector<WString> and using Vector.SetCount to gradually increase alloc to keep the size equal to my other arrays.

Thanks for the pointers!