
Subject: Crashing when using MenuBar's
Posted by [crydev](#) on Fri, 27 Jun 2014 14:18:01 GMT
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Hello,

I recently installed r7466 on Windows 8.1 x64. I used r7099 before, where I never encountered the error. When moving my mouse over opened menu strip items, the following error sometimes pops up.

Is it a bug, or am I doing something wrong? The code for the menus in my program hasn't changed for months.

Regards,

crydev

File Attachments

1) [Capture.PNG](#), downloaded 727 times

Subject: Re: Crashing when using MenuBar's
Posted by [koldo](#) on Mon, 30 Jun 2014 06:24:11 GMT
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Hello crydev

Does this happen to you in all applications like the Examples, or only in your project?

Subject: Re: Crashing when using MenuBar's
Posted by [crydev](#) on Fri, 11 Jul 2014 09:16:00 GMT
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I've seen it happen only in my project. It only happens occasionally though. When I tried to reproduce the error I didn't manage to. I'm not sure what the issue could be.

Subject: Re: Crashing when using MenuBar's
Posted by [koldo](#) on Mon, 14 Jul 2014 06:54:29 GMT
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Hello crydev

Does your project is multithreaded?. Are you updating the GUI from a thread? Could you check

function calling list when the exception is thrown? Could you prepare a simplified project with the same error to be uploaded to the Forum?

Subject: Re: Crashing when using MenuBar's
Posted by [mirek](#) on Tue, 15 Jul 2014 10:57:56 GMT
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This means that Win32 failed to create a window (CreateWindow call).

I would say that it is either some generic nasty bug in your code, overwriting something somewhere, maybe it is a method call on destructed object. Or, alternatively, something in your code accidentally creates a log of windows and you run out of HWND per process limit (10000).

Subject: Re: Crashing when using MenuBar's
Posted by [crydev](#) on Sat, 06 Sep 2014 17:29:51 GMT
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Thanks Mirek and koldo,

I have been testing and developing my project for a longer time, upgraded to a newer version of U++ in the meantime. I haven't seen the problem again and I wasn't able to reproduce the error. I think I will let this go because the chance of occurring is very small. Maybe I even already fixed it without acknowledgement.

Thanks,
crydev
