Subject: Crash in debugger on Windows
Posted by Novo on Sun, 22 Nov 2015 22:26:46 GMT
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TheIDE is crashing in debugger after SVN rev. 9201. I guess, this is related to a change introduced in SVN rev. 9202.

Thanks.

Subject: Re: Crash in debugger on Windows
Posted by mirek on Sun, 22 Nov 2015 23:06:21 GMT
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Novo wrote on Sun, 22 November 2015 23:26TheIDE is crashing in debugger after SVN rev. 9201. I guess, this is related to a change introduced in SVN rev. 9202.

Thanks.

More details? PDB debugger? Situation?

Mirek

Subject: Re: Crash in debugger on Windows
Posted by Novo on Mon, 23 Nov 2015 05:05:23 GMT
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mirek wrote on Sun, 22 November 2015 18:06Novo wrote on Sun, 22 November 2015 23:26TheIDE is crashing in debugger after SVN rev. 9201. I guess, this is related to a change introduced in SVN rev. 9202.

Thanks.

More details? PDB debugger? Situation?

Mirek

Ide is compiled with MSC 2015 x64 Optimal GUI MT.
Open up a project, compile it with MSC 2015, put a breakpoint, press F5. Actually, it crashes even without breakpoints.
Call stack:

> ide.exe!Pdb::Byte(unsigned __int64 addr=0) Line 9 C++
  ide.exe!Pdb::CdbHexView::Byte(__int64 addr=0) Line 59 C++
  ide.exe!Upp::HexView::RefreshInfo() Line 261 C++
  ide.exe!Upp::HexView::SetTotal(__int64 _total=2147483648) Line 238 C++

ide.exe!Pdb::CdbHexView::CdbHexView() Line 61 C++
ide.exe!Pdb::Pdb() Line 200 C++
ide.exe!Upp::One<Debugger>::Create<Pdb>() Line 48 C++
ide.exe!PdbCreate(Upp::One<Host> && host={...}, const Upp::String & exefile={...}, const Upp::String & cmdline={...}) Line 367 C++
ide.exe!Ide::BuildAndDebug(bool runto=false) Line 295 C++
ide.exe!Upp::CallbackMethodActionArg<Ide,void (__cdecl Ide::*)(bool) __ptr64,bool>::Execute() Line 26 C++
ide.exe!Upp::Callback::Execute() Line 8 C++
ide.exe!Upp::Callback::operator()() Line 63 C++
ide.exe!Upp::Bar::ScanKeys::Do(unsigned long k=65652) Line 460 C++
ide.exe!Upp::Bar::Scan(Upp::Callback1<Upp::Bar &> proc={...}, unsigned long key=65652) Line 470 C++
ide.exe!Upp::TopSubMenuItem::HotKey(unsigned long key=65652) Line 560 C++
ide.exe!Upp::Ctrl::HotKey(unsigned long key=65652) Line 126 C++
ide.exe!Upp::Ctrl::HotKey(unsigned long key=65652) Line 126 C++
ide.exe!Upp::MenuBar::HotKey(unsigned long key=65652) Line 403 C++
ide.exe!Upp::Ctrl::HotKey(unsigned long key=65652) Line 126 C++
ide.exe!Upp::Ctrl::HotKey(unsigned long key=65652) Line 126 C++
ide.exe!Ide::HotKey(unsigned long key=65652) Line 981 C++
ide.exe!Upp::Ctrl::DispatchKey(unsigned long keycode=65652, int count=1) Line 104 C++
ide.exe!Upp::Ctrl::WindowProc(unsigned int message=256, unsigned __int64 wParam=116, __int64 lParam=4128769) Line 289 C++
ide.exe!Upp::TopWindow::WindowProc(unsigned int message=256, unsigned __int64 wParam=116, __int64 lParam=4128769) Line 66 C++
ide.exe!Upp::Ctrl::WndProc(HWND__ * hWnd=0x00000000011310b0, unsigned int message=256, unsigned __int64 wParam=116, __int64 lParam=4128769) Line 676 C++
user32.dll!00007fff5bac250d() Unknown
user32.dll!00007fff5bac2367() Unknown
ide.exe!Upp::Ctrl::sProcessMSG(tagMSG & msg={...}) Line 771 C++
ide.exe!Upp::Ctrl::ProcessEvent(bool * quit=0x0000001c46f2f400) Line 794 C++
ide.exe!Upp::Ctrl::ProcessEvents(bool * quit=0x0000001c46f2f400) Line 808 C++
ide.exe!Upp::Ctrl::EventLoop(Upp::Ctrl * ctrl=0x0000001c46f2fc90) Line 842 C++
ide.exe!Upp::TopWindow::Run(bool appmodal=false) Line 321 C++
ide.exe!GuiMainFn_() Line 1099 C++
ide.exe!Upp::AppExecute__(void (void) * app=0x00007ff7fa5d1a34) Line 322 C++
ide.exe!WinMain(HINSTANCE__ * hInstance=0x00007ff7fa5a0000, HINSTANCE__ * __formal=0x0000000000000000, char * lpCmdLine=0x0000001c47181476, int nCmdShow=10) Line 724 C++
ide.exe!invoke_main() Line 109 C++
ide.exe!__scrt_common_main_seh() Line 264 C++
ide.exe!__scrt_common_main() Line 309 C++
ide.exe!WinMainCRTStartup() Line 17 C++
kernel32.dll!00007fff5b9213d2() Unknown
ntdll.dll!00007fff5deb5454() Unknown

"this" is invalid inside of the last Pdb::Byte call.

Subject: Re: Crash in debugger on Windows
Posted by mirek on Mon, 23 Nov 2015 09:21:52 GMT
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Thank you, should be now fixed.