



Thread	Frame	Function	Arguments	Location
2	0	Upp::MemoryAlloc	(size = 96)	/home/administrator/upp/uppsrc/Core/he
1	1	operator new	(size = 96)	/home/administrator/upp/uppsrc/Core/he
	2	Upp::Image::Set	(this = 0x7ffffffde10, b = )	/home/administrator/upp/uppsrc/Draw/In
	3	Upp::Image::Image	(this = 0x7ffffffde10, b = )	/home/administrator/upp/uppsrc/Draw/In
	4	Upp::AdjustColors	(simg = )	/home/administrator/upp/uppsrc/Draw/C
	5	Upp::Override	(target = , source = , colored = true)	/home/administrator/upp/uppsrc/Draw/C
	6	Upp::ColoredOverride	(target = , source = )	/home/administrator/upp/uppsrc/Draw/C
	7	Upp::ChStdSkin	()	/home/administrator/upp/uppsrc/CtrlLib/
	8	Upp::Ctrl::ReSkin	()	/home/administrator/upp/uppsrc/CtrlCor
	9	Upp::Ctrl::InitX11	(display = 0x0)	/home/administrator/upp/uppsrc/CtrlCor
	10	main	(argc = 3, argv = 0x7ffffffe088, envptr = 0x1ac8570)	/home/svn/P101/trunk/Source/Application