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Subject: BUG in amd64.deb svn build  
Posted by [slashmais](#) on Wed, 11 Feb 2009 02:50:19 GMT  
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Using svn build 745 amd64; on debian/lenny

Compile Assembly/reference/Splitter - OK  
Click on Debug/Execute:  
- shows frame of window only  
- then popup: "Fatal Error | Invalid memory access"

When run in debugger everything works.  
When I try the 'old-way' debugging - using PromptOK to try and isolate the point at which the error occurs - the app works!

This tells me that somewhere a pointer is not properly initialized in code shared by TopWindow-based apps, and that it gets correctly initialized by/when some other TopWindow-using code is called.

I have no idea where to even start looking since I did not write any of the code involved.

(By the way: the code works correctly in the 32-bit version)

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Subject: Re: Bug? Memory error on execute  
Posted by [Mindtraveller](#) on Wed, 11 Feb 2009 08:13:19 GMT  
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Please post here the simplest version of code (testcase) where this error appears.

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Subject: Re: Bug? Memory error on execute  
Posted by [slashmais](#) on Wed, 11 Feb 2009 10:17:21 GMT  
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It is the code in reference/Splitter.  
I did not make any changes to it, just compiled and then in the menu: Debug -> Execute  
I tried this with other modules as well: same error.

When I click Execute, the frame only of the window shows, and then the popup with the error.

I cannot use the debugger to trace it, since when I run it in the debugger, it works as it should.

I did however single-stepped the code in the debugger until the frame showed, which in every case was in the call to Open().

When I looked at the sources I found that somehow TopWin32::Open() is called.

I am on debian/lenny, and used the 'upp-svn\_SVN.745\_amd64.deb' package.

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