Subject: Repeatable crash
Posted by nixnixnix on Fri, 11 Jan 2013 20:51:38 GMT
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Hi,

Unfortunately I cannot provide a compilable test case as my software is very complex and I don't know quite what is causing this. However, the crash is not in my code and I am hoping it will elicit an aha from someone here.

Although the crash is somewhat repeatable, it sometimes crashes quickly, sometimes takes an hour or many hours. It appears to be caused by my use of Timer

I am uploading a screenshot of my debugger when it goes

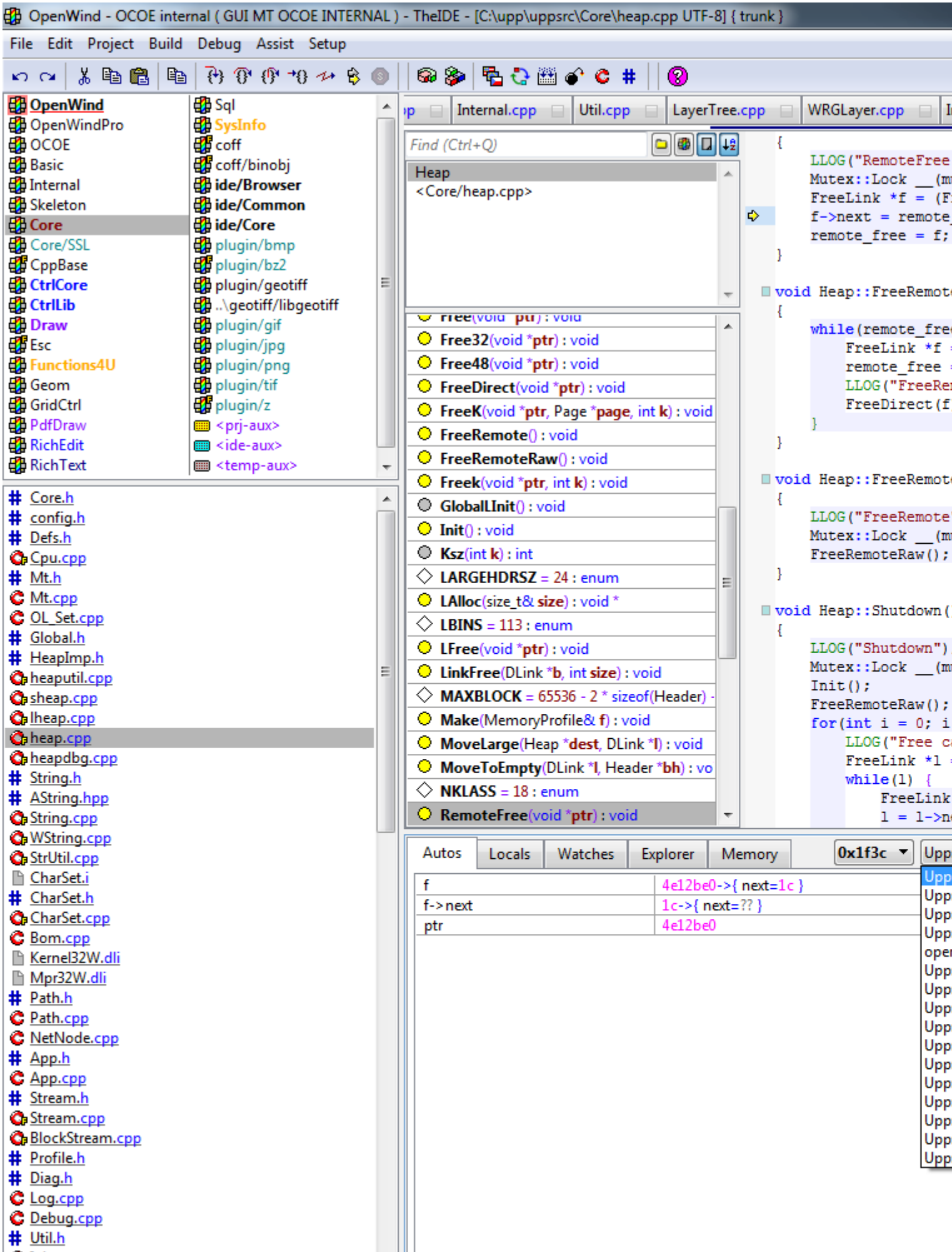
I just downloaded the latest code from the SVN and I still get the same behaviour (screenshot of latest code).

Thanks for any help,

Nick

File Attachments

1) TimerCrash.png, downloaded 877 times


OpenWind - OCOE internal (GUI MT OCOE INTERNAL) - TheIDE - [C:\upp\uppsrc\Core\heap.cpp UTF-8] { trunk }
File Edit Project Build Debug Assist Setup
OpenWind
OpenWindPro
OCOE
Basic
Internal
Skeleton
Core
Core/SSL
CppBase
CtrlCore
CtrlLib
Draw
Esc
Functions4U
Geom
GridCtrl
PdfDraw
RichEdit
RichText
Sql
SysInfo
coff
coff/binobj
ide/Browser
ide/Common
ide/Core
plugin/bmp
plugin/bz2
plugin/geotiff
..\geotiff/libgeotiff
plugin/gif
plugin/jpg
plugin/png
plugin/tif
plugin/z
<prj-aux>
<ide-aux>
<temp-aux>
Core.h
config.h
Defs.h
Cpu.cpp
Mt.h
Mt.cpp
OL_Set.cpp
Global.h
HeapImp.h
heaputil.cpp
sheap.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
String.h
AString.hpp
String.cpp
WString.cpp
StrUtil.cpp
CharSet.i
CharSet.h
CharSet.cpp
Bom.cpp
Kernel32W.dli
Mpr32W.dli
Path.h
Path.cpp
NetNode.cpp
App.h
App.cpp
Stream.h
Stream.cpp
BlockStream.cpp
Profile.h
Diag.h
Log.cpp
Debug.cpp
Util.h
Internal.cpp
Util.cpp
LayerTree.cpp
WRGLayer.cpp
Find (Ctrl+Q)
Heap
<Core/heap.cpp>
Free32(void *ptr) : void
Free48(void *ptr) : void
FreeDirect(void *ptr) : void
FreeK(void *ptr, Page *page, int k) : void
FreeRemote() : void
FreeRemoteRaw() : void
Freek(void *ptr, int k) : void
GlobalLInit() : void
Init() : void
Ksz(int k) : int
LARGEHDRSZ = 24 : enum
LAlloc(size_t& size) : void *
LBINS = 113 : enum
LFree(void *ptr) : void
LinkFree(DLink *b, int size) : void
MAXBLOCK = 65536 - 2 * sizeof(Header) -
Make(MemoryProfile& f) : void
MoveLarge(Heap *dest, DLink *l) : void
MoveToEmpty(DLink *l, Header *bh) : vo
NKLASS = 18 : enum
RemoteFree(void *ptr) : void
LLOG("RemoteFree
Mutex::Lock __(m
FreeLink *f = (F
f->next = remote
remote_free = f;
void Heap::FreeRemot
while(remote_fre
FreeLink *f
remote_free
LLOG("FreeRe
FreeDirect(f
void Heap::FreeRemot
LLOG("FreeRemote
Mutex::Lock __(m
FreeRemoteRaw();
void Heap::Shutdown(
LLOG("Shutdown")
Mutex::Lock __(m
Init();
FreeRemoteRaw();
for(int i = 0; i
LLOG("Free c
FreeLink *l
while(l) {
FreeLink
l = l->n
Autos
Locals
Watches
Explorer
Memory
0x1f3c
f
4e12be0->{ next=1c }
f->next
1c->{ next=?? }
ptr
4e12be0

Subject: Re: Repeatable crash
Posted by mirek on Sat, 12 Jan 2013 12:38:29 GMT
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This looks like corrupted heap. I could get corrupted before TimerProc, only to be releaved there. But if it always crashes in TimerProc, I would perhaps tried to inspect all timer routines you have first.