Subject: Ctrl::ProcessEvent()
Posted by mubeta on Thu, 19 Sep 2013 21:58:56 GMT
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I have a problem with a simple application that during an continuous loop crash, after exactly 3570 loops, when matching the ProcessEvent().

I am using U++ 4193 With Win 7 32 bit. Compiler MSC10.

The source code is something like the following:

```
while(true)
{
  // do somethings
  ...

  Ctrl::ProcessEvents();
}
```

I would like to compile it also also with U++ 5485, but when i try to compile, I get complains due to missing rights of a temporary directory. And I don't found any parameter around U++ for change this folder.

Subject: Re: Ctrl::ProcessEvent()
Posted by koldo on Fri, 20 Sep 2013 06:30:51 GMT
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Hello Mubeta

That code is right.

Could you give more details of the rest of the code?

In addition I would advice you to update your U++ code to the latest version. Please post all the compiling problems you could find to solve them here .

Subject: Re: Ctrl::ProcessEvent()
Posted by mubeta on Fri, 20 Sep 2013 08:00:00 GMT
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1) I will try first to rebuild the application... I will spend some times, but I think that there is some unknow problem on my side.

2) Using U++ 5485, when I try to compile, I get this error: Quote:c1xx : fatal error C1083: Cannot open compiler intermediate file: 'C:\Windows\Temp_CL_c10c8b6fex': Permission denied

Even if from control panel I change the temporary directory with a different one with all rights, I get the same errors.

Subject: Re: Ctrl::ProcessEvent()
Posted by koldo on Fri, 20 Sep 2013 09:19:29 GMT
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Quote:C:\Windows\Temp_CL_c10c8b6fex

Does anybody have any idea?

Subject: Re: Ctrl::ProcessEvent()
Posted by mubeta on Fri, 20 Sep 2013 15:52:53 GMT
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Maybe I solved my first problem.
Originally the GUI application was called in this way:

```
GUI_APP_MAIN
{
  ..
  App().Run();

}
```

Now I change it to a little bit different code:

```
GUI_APP_MAIN
{
  ..
  App app;
  app.Run();

}
```

I don't now so well what is different of this two way. In fact when I start to write the application also the first way worked properly lot of time.
