Subject: Extremely Strange Program Behavior
Posted by David Fanning on Sun, 23 May 2004 18:15:30 GMT
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Folks,

I have a problem with a program that is exhibiting extremely strange behavior. I just wondered if anyone has seen this before.

I have a relatively complicated program that uses a great many pointers and objects and widgets wrapped up in objects. The program actually runs perfectly, as far as I can tell. It does what it is suppose to do (restores some files, copies some data out of stored IDL structures, puts up a graphical user interface etc.) and when I exit the program there is no evidence of any leaking heap memory. All very clean and tidy.

Now, here is the strange part. If I run the program again immediately after I exit, the program crashes the IDLDE with one of those dreaded "instruction at whatever couldn't read memory at some other whatever" messages. (Which I am seeing much more frequently, I think, since I upgraded to a new, faster computer running Window XP, but that's another story.)

Here is the kicker. If I open a window between the time I exit the program and start it up again, it will run perfectly for as long as I care to run it!

Naturally, I can't make a simple "example" file that exhibits this behavior, so the chance of getting someone at RSI to look at it is probably awfully low. Does this ring any bells for anyone? Does anyone have a theory as to why opening a window would help solve this problem, whatever it happens to be?

Thanks.

Cheers,

David

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