

Re: Screensaver Issues – Kernel32.DLL Error

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.directx.graphics/2005-06/ms>

- *From:* "Phil Taylor" <ptaylor@xxxxxxxxxxxxxxxxxxxxxx>
 - *Date:* Tue, 21 Jun 2005 20:00:10 -0700
-

you could verify its in your code by taking the code from my screensaver article and running it all the ways you are running your crashing screensaver. if the code from the article works, then its your code.

that would verify its not screensavers or D3D or the driver in general.

there is no other way to determine app-specific issues but to debug them. then the standard debugging questions apply.

"Vladimir Repcak" <VladimirRepcak@xxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:F9C3BFC6-2409-489D-BF69-C5D55CEB678E@xxxxxxxxxxxxxxxxxxxx

- > Well, you probably haven't read my whole post because I stated there that
- > it
- > crashes BEFORE it goes into my program since first line of function
- > WinMain
- > creates LOG.TXT and writes a message there to help me with debugging. I
- > also
- > checked and my constructors also don't crash (because that's what's
- > executed
- > even before WinMain).
- > Of course, the screensaver NEVER crashes if run from command-line (be it
- > with or without arguments like /a/p/c).
- >
- > So my main question is, what else is "Display Properties" doing besides
- > calling the screensaver with command-line arguments like "/p /a /c" ?
- >
- > What other information do you need besides all of my posts above ? Please
- > be
- > more specific.
- > Do you really think I didn't debug the hell out of my code ? But it
- > doesn't
- > even get there. It crashes (or doesn't do anything) even before WinMain is
- > executed. So there must be something else that Display properties does.
- >
- > I tried everything, googled net and newsgroups/ mailing groups for last 5 days
- > but noone seems to have had the same problem before (and posted a question
- > on
- > such mailing lists/groups).

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>
> Since you didn't ask for any specific information I'll summarize what I
> think is important:
> PC1:Windows ME (very old installation – almost 4 months old)
> PC1:Windows XP (very fresh installation – 1 day old)
> PC2:Windows XP (old installation – 3 months old)
> Various Detonators from 2 years old to latest (no difference in outcome
> though)
> Written under DX 8.1 Debug
> DirectX 8.1 (one windows with retail and another with debug dlls);
> 9.0c (just retail)
> Microsoft Visual C++ 6.0
> Common Files basis for the screensaver (from DirectX docs)
> I have experience with 2 finished budget PC games written from scratch by
> me
> and some 3D construct work, so I'm not just starting out as you probably
> think (judging by the sound of your reply).
>
> Please advise.
> Vladimir Repcak
>
> "Richard [Microsoft Direct3D MVP]" wrote:
>
>> [Please do not mail me a copy of your followup]
>>
>> Its kinda hard to say without more information. I mean, basically
>> you're saying "hey, on some machines my program crashes in certain
>> situations. What should I do?" and about the best we can offer
>> without more information is something like "debug your code".
>> --
>> "The Direct3D Graphics Pipeline"— code samples, sample chapter, FAQ:
>> <<http://www.xmission.com/~legalize/book/>>
>> Pilgrimage: Utah's annual demoparty
>> <<http://pilgrimage.scene.org>>
>>

• **References:**

- ◆ **[Screensaver Issues – Kernel32.DLL Error](#)**
 ◇ From: Vladimir Repcak
- ◆ **[Re: Screensaver Issues – Kernel32.DLL Error](#)**
 ◇ From: Wessam Bahnassi
- ◆ **[Re: Screensaver Issues – Kernel32.DLL Error](#)**
 ◇ From: Vladimir Repcak
- ◆ **[Re: Screensaver Issues – Kernel32.DLL Error](#)**
 ◇ From: Richard [Microsoft Direct3D MVP]
- ◆ **[Re: Screensaver Issues – Kernel32.DLL Error](#)**

Re: Screensaver Issues – Kernel32.DLL Error

◇ *From:* Vladimir Repcak

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