

Re: reinterpret_cast

Source:

<http://www.tech-archive.net/Archive/Development/microsoft.public.win32.programmer.kernel/2006-04/msg00456.htm>

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Hi Slava

This is just amazing, but this problem occurs only with the workspace that was open at the time of BSOD. As you have seen, I posted a thread, explaining how to crash the system from the user mode. Therefore, I tested Carl's code in the same workspace that I had earlier used for crashing the system. In this case, class and struct got handled differently by C-style cast. However, when I tested it on the clean workspace, C-style cast treated class and struct exactly the same way.

I had come across .dsw corruption by BSOD, and, on couple occasions, even of .cpp file that was open at the time of the crash (only if some .dsw file was open). However, I have never thought BSOD may have so insidious effects on VC++ (luckily, DDK seems to be more BSOD-resistant)

Regards

Anton Bassov

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