

Re: Problem closing app with big UDT

"David Kerber" <ns_dkerber@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx> wrote in message news:MPG.1fcb718e18e4ad9b989a4a@xxxxxxxxxxxxxxxxxxxxxxxxxxxx

I have an app which uses a big (44708 bytes) UDT, which is made up of Longs, Doubles and byte arrays. Since that is bigger than 32k, the compiler chokes on it when I try to define it as a local, and demands that I dim it as either a global or at the form level before it will compile.

Once I do that, it runs fine until I shut down the app. When running in the IDE, it just silently kills the IDE. When running compiled, it throws the following "Application Error": The instruction at "0x00000000" referenced memory at "0x00000000". The memory could not be "read".

This isn't a show-stopper because the app works fine until I close it out, but it's rather disconcerting, especially to my users. Any ideas on how to fix this? This same structure works with no trouble in Delphi.

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Remove the ns_ from if replying by e-mail (but keep posts in the newsgroups if possible).

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