

RE: Win32 DLL project randomly crashes after moving to VS2005

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 - *Date:* Wed, 17 May 2006 07:23:49 GMT
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Hi Jon,

Have you found something when your program crashed with stack overflow under the debugger?

Since your DLL project just upgraded to VS2005, is it possible that the new VC2005 CRT libraries are incompatible with your graphic library?

Has anything changed in the way VS2005 deals with the stack?

VC2005 adds some news stuffs into the stack layout , it uses the /GS switch (Buffer Security Check) provides a "speed bump," or cookie, between the buffer and the return address. If an overflow writes over the return address, it will have to overwrite the cookie put in between it and the buffer, resulting in a new stack layout:

Function parameters
Function return address
Frame pointer
Cookie
Exception Handler frame
Locally declared variables and buffers
Callee save registers

This option is enabled by default in VC2005 project, you can try to shut that option for a test (Project Properties | Code Generation | Buffer Security Check --> No).

Thanks!

Best regards,

Gary Chang
Microsoft Online Community Support

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