

# Re: (MSVCRT.DLL): 0xC0000005: Access Violation

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2004-03/1274.html>

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**From:** H (vth009\_at\_yahoo.com.au)

**Date:** 03/24/04

Date: 23 Mar 2004 16:15:47 -0800

Sorry Ivan, i'm not too sure what you mean by "report output of the '~\*kb' command". Can you please brief me on this a bit?

Thanks,

H.

"Ivan Brugiolio [MSFT]" <ivanbrug@online.microsoft.com> wrote in message news:<u5KpkLIEEHA.1600@tk2msftngp13.phx.gbl>...

> *This looks an old-plain access violation on an invalid pointer.*

> *If you could report the output of the '~\*kb' command*

> *at the time of the exception, maybe we could help.*

> *From the debug spew below, the problem seems with the parm*

> *passed to wcslen more than with the wcslen itself.*

>

> --

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>

>

> "H" <vth009@yahoo.com.au> wrote in message

> news:83a71140.0403221738.3b964e77@posting.google.com...

>> *Hi All,*

>>

>> *Once again, thank you for your responses.*

>>

>> *Ivan, i downloaded the tool and got this list generated by the*

>> *debugger below. I've got no idea what it's saying but suspect there*

>> *may be something wrong with wcslen() as indicated. Will you be able to*

>> *interpret these please? Thanks Ivan.*

>>

>> *Microsoft (R) Windows Debugger Version 6.3.0011.2*

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>>

>> *CommandLine: c:\documents and*

>> *settings\administrator\Desktop\adsibasics\debug\test.exe*

>> *Symbol search path is: \*\*\* Invalid \*\*\**

>>

> \*\*\*\*\*

```
> > * Symbol loading may be unreliable without a symbol search path.
> > *
> > * Use .symfix to have the debugger choose a symbol path.
> > *
> > * After setting your symbol path, use .reload to refresh symbol
> > locations. *
> >
> *****
> > Executable search path is:
> > ModLoad: 00400000 0040e000 test.exe
> > ModLoad: 77f40000 77ffa000 ntdll.dll
> > Page heap: pid 0xFD4: page heap enabled with flags 0x2.
> > ModLoad: 77e40000 77f34000 C:\WINNT\system32\kernel32.dll
> > ModLoad: 77da0000 77e30000 C:\WINNT\system32\ADVAPI32.dll
> > ModLoad: 77c50000 77cf4000 C:\WINNT\system32\RPCRT4.dll
> > ModLoad: 77160000 77284000 C:\WINNT\system32\ole32.dll
> > ModLoad: 77ba0000 77bf4000 C:\WINNT\system32\msvcrt.dll
> > ModLoad: 77c00000 77c44000 C:\WINNT\system32\GDI32.dll
> > ModLoad: 77d00000 77d8f000 C:\WINNT\system32\USER32.dll
> > ModLoad: 770e0000 7715d000 C:\WINNT\system32\OLEAUT32.dll
> > ModLoad: 76df0000 76e22000 C:\WINNT\system32\ACTIVEDS.dll
> > ModLoad: 76dc0000 76de6000 C:\WINNT\system32\adsldpc.dll
> > ModLoad: 71c40000 71c93000 C:\WINNT\system32\NETAPI32.dll
> > ModLoad: 76f10000 76f3f000 C:\WINNT\system32\WLDAP32.dll
> > ModLoad: 76b80000 76bad000 C:\WINNT\system32\credui.dll
> > ModLoad: 77380000 77b5d000 C:\WINNT\system32\SHELL32.dll
> > ModLoad: 77290000 772d9000 C:\WINNT\system32\SHLWAPI.dll
> > ModLoad: 76a80000 76a98000 C:\WINNT\system32\ATL.DLL
> > ModLoad: 10480000 104fe000 C:\WINNT\system32\MSVCP60D.dll
> > ModLoad: 10200000 10260000 C:\WINNT\system32\MSVCRTD.dll
> > ModLoad: 71c20000 71c31000 C:\WINNT\system32\tsappcomp.dll
> > ModLoad: 70ad0000 70bb6000
> > C:\WINNT\WinSxS\x86_Microsoft.Windows.Common-Contro
> > ls_6595b64144ccf1df_6.0.100.0_x-ww_8417450B\comctl32.dll
> > ModLoad: 76f90000 7700e000 C:\WINNT\system32\CLBCatQ.DLL
> > ModLoad: 77010000 770d6000 C:\WINNT\system32\COMRes.dll
> > ModLoad: 77b90000 77b98000 C:\WINNT\system32\VERSION.dll
> > ModLoad: 712d0000 712fd000 C:\WINNT\system32\adsldp.dll
> > ModLoad: 75da0000 75e5a000 C:\WINNT\system32\SXS.DLL
> > ModLoad: 76f50000 76f63000 C:\WINNT\system32\SECUR32.DLL
> > ModLoad: 71c00000 71c18000 C:\WINNT\system32\WS2_32.DLL
> > ModLoad: 71bf0000 71bf8000 C:\WINNT\system32\WS2HELP.dll
> > ModLoad: 71b20000 71b63000 C:\WINNT\system32\mswsock.dll
> > ModLoad: 71ae0000 71ae8000 C:\WINNT\System32\wshtcpip.dll
> > ModLoad: 76ed0000 76ef7000 C:\WINNT\system32\DNSAPI.dll
> > ModLoad: 76f70000 76f77000 C:\WINNT\System32\winrnr.dll
> > ModLoad: 76f80000 76f85000 C:\WINNT\system32\rasadhlp.dll
> > ModLoad: 766f0000 76706000 C:\WINNT\system32\NTDSAPI.DLL
> > ModLoad: 76c90000 76cb4000 C:\WINNT\system32\msv1_0.dll
> > ModLoad: 71ca0000 71cf6000 C:\WINNT\system32\kerberos.dll
> > ModLoad: 766e0000 766ec000 C:\WINNT\system32\cryptdll.dll
```

> > *ModLoad: 76190000 761a2000 C:\WINNT\system32\MSASN1.dll*  
> > *(fd4.15ac): Access violation – code c0000005 (first chance)*  
> > *First chance exceptions are reported before any exception handling.*  
> > *This exception may be expected and handled.*  
> > *eax=00000040 ebx=00000001 ecx=0012fb9c edx=00000001 esi=00000000*  
> > *edi=00000040*  
> > *eip=77bd4e36 esp=0012fa04 ebp=0012fa30 iopl=0 nv up ei pl nz*  
> > *na pe nc*  
> > *cs=001b ss=0023 ds=0023 es=0023 fs=0038 gs=0000*  
> > *efl=00010202*  
> > *\*\*\* ERROR: Symbol file could not be found. Defaulted to export*  
> > *symbols for C:\W*  
> > *INNT\system32\msvcrt.dll –*  
> > *msvcrt!wcslen+0x4:*  
> > *77bd4e36 668b08 mov cx,[eax]*  
> > *ds:0023:00000040=????*  
> > *0:000>*  
> >  
> > *#####*  
> >  
> > *AK, thanks for going through all that trouble looking at the code. I*  
> > *will re-examine those issues that you've raised and do a follow up*  
> > *post after that.*  
> >  
> > *Thanks,*  
> > *H.*  
> >  
> >  
> >  
> >  
> > *"Ivan Brugiolo [MSFT]" <ivanbrug@online.microsoft.com> wrote in message*  
> > *news:<u3EY\$LDDEHA.1604@TK2MSFTNGP11.phx.gbl>...*  
> > > *cdb.exe is one of the standard debuggers oyu can download from*  
> > > *<http://www.microsoft.com/whdc/ddk/debugging/default.msp>*  
> > > *Since the package above includes the most recent gflags.exe,*  
> > > *I had assumed that if you had the first one (gflags.exe)*  
> > > *you would have had the second (cdb.exe) as well.*  
> > > *The debugger you will be using does not really matter.*  
> > > *You can use devenv.exe, if you are comfortable with it.*  
> > > *But, you have to keep in mind that cdb/ntsd/windbg comes with*  
> > > *debugger extensions designed to help diagnose*  
> > > *the Access Violation (and other breakpoints)*  
> > > *enforced and caused by PageHeap.*  
> > >  
> > > *Running the application under debugger should be*  
> > > *limited accurrence till the problem is understood and resolved.*  
> > > *I'm not aware of any software installation that requires*  
> > > *the applicaiton being debugged all the time.*  
> > >  
> > > *--*  
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> *rights.*  
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>>>  
>>>  
>>> *"H" <vth009@yahoo.com.au> wrote in message*  
>>> *news:83a71140.0403211558.34467ee0@posting.google.com...*  
>>>> *Hi All,*  
>>>>  
>>>> *Thank you very much for both of your responses and help.*  
>>>>  
>>>> *First of all (in order as listed) to David, yes this is the actual*  
>>>> *problem. The applilcation compiles fine, but when run crashes with*  
>>>> *that error. Thank you for pointing to the article regarding 1st and*  
>>>> *2nd chance exceptions. It was useful to know.*  
>>>>  
>>>> *To Ivan: i haven't use C++ extensively so please bare with some of my*  
>>>> *trivial questions. I followed your instruction to enable Page heap.*  
>>>> *The first line (c:\Program Files\Microsoft Script Debugger>gflags /p*  
>>>> */enable test.exe /fulle) was fine. But the second instruction*  
>>>> *(c:\Program Files\Microsoft Script Debugger>start cdb -g -G test.exe)*  
>>>> *failed with an error saying that Windows cannot find 'cdb'.*  
>>>>  
>>>> *Ivan, is the debugger i'm using (Program Files\Microsoft Script*  
>>>> *Debugger) the same as the one you are rerefering to?*  
>>>>  
>>>> *What does the 2nd instruction "Debugger>start cdb -g -G test.exe"*  
>>>> *actually do (i assumed starting the app in debugger mode)?*  
>>>>  
>>>> *If i run my application under the debugger all the time as you*  
>>>> *suggested, will this cause any problem when i deploy the application*  
>>>> *to my client running in the Windows environment?*  
>>>>  
>>>> *Once again thank you for your help and looking forward for your next*  
>>>> *response (can't wait to nail down this frustrating problem!).*  
>>>>  
>>>> *H.*  
>>>>  
>>>>  
>>>>  
>>>> *"Ivan Brugiolo [MSFT]" <ivanbrug@online.microsoft.com> wrote in*  
> *message*  
> *news:<O6Jue#cDEHA.3392@TK2MSFTNGP11.phx.gbl>...*  
>>>>> *It can be cause by a heap corruption.*  
>>>>> *Try enabling PageHeap on your executable, and running your*  
> *application*  
> *under*  
>>>>> *debugger all the time*  
>>>>>  
>>>>> *c:\debuggers>gflags /p /enable YourApp.exe /fulle*  
>>>>> *c:\debugger>start cdb -g -G YourApp.exe*

>>>>>  
>>>>> --  
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>>>>>  
>>>>>  
>>>>> *"H" <vth009@yahoo.com.au> wrote in message*  
>>>>> *news:83a71140.0403182128.272b8656@posting.google.com...*  
>>>>>> *Hi All,*  
>>>>>>  
>>>>>> *I'm using Visual Studio 6 to develop a C/C++ application and  
> currently*  
>>>>>> *receiving the following error:*  
>>>>>>  
>>>>>> *First-chance exception in test.exe (MSVCRT.DLL): 0xC0000005:*  
> *Access*  
>>>>>> *Violation.*  
>>>>>>  
>>>>>> *I've spent weeks trying to figure out what the real problem was  
> but*  
>>>>>> *still unable to find the cause. Can someone please help me out.*  
> *Why*  
>>>>>> *this exception, what cause it and how to fix it?*  
>>>>>>  
>>>>>> *By the way, my program is an example code for extending the Active*  
>>>>>> *Directory schema programmatically from msdn =>*  
>>>>>>  
>>>>>>  
>>>  
>  
[http://msdn.microsoft.com/library/default.asp?url=/library/en-us/ad/ad/example\\_code\\_for\\_extending\\_the\\_schema\\_pr](http://msdn.microsoft.com/library/default.asp?url=/library/en-us/ad/ad/example_code_for_extending_the_schema_pr)  
>>>>>>  
>>>>>> *Any help or suggestion is greatly appreciated!*  
>>>>>>  
>>>>>> *Thanks,*  
>>>>>> *H.*