

## Re: variables using ClassView and Class wizard

**Source:** <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2004-04/0388.html>

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**From:** seia0106 (miahmed67\_at\_yahoo.com)

**Date:** 04/08/04

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"Scott McPhillips [MVP]" <scottmcp@mvps.org.nothere> wrote in message news:<Oli3CLbGEHA.3928@TK2MSFTNGP10.phx.gbl>...

> seia0106 wrote:

> > Thank you Scott for your reply.

> >

> > I only have the 'release version' of the program that i am trying to

> > improve. Inially the breakpoints could not be set. After changing

> > project settings in C++ tab to 'program database' and in Linker tab to

> > generate debug info the release version can be debugged now.

> > But my problem persists. That is when i define a new variable in my

> > main class(mytemplateclass<int> X or when i assign variables(of any

> > type) to a control(any control) on my MFC GUI, then program runs fine

> > and gives correct results but when program exits then above 'access

> > violation error' occurs. I wonder if this has something to do with

> > Debug/Release. And if it is so how can

> > I solve it or what changes i have to made to prject settings or what i

> > have to do for making changes to this program, which i only have in

> > release mode?

> > I am quite new to MFC programming and this problem is puzzling for me.

> > Can someone please give some hint what could be causing this error and

> > how to fix it? thanks.

>

> Your post shows that there are a couple of basic things about debugging

> with VC that you don't understand. There is no such thing as having

> only the release version. If you have the code you have what you need to

> make a debug version. Investigate the Configurations command on the

> Build menu (VC6). You can make a debug build, and it will make analysis

> much easier.

>

> Nobody here can tell you where your access violation is occuring. But

> the debugger can. If you have not done so, first install the MFC source

> code. When the AV occurs study the debugger stack window, and double

> click on each call level to learn where the code was executing. You

> need to get some information about what is happening, with what, where.

Hi thanks again for the reply.

I have done as you said setting the active config to Debug.

When i run the program it runs fine but when i exit it gives an error  
'Unhandled exception in BerechnungAnzeigen.exe kernel32.dll  
c:0xc0000000:access violation'  
which takes me to disassembling  
'77E7B59E xadd dword ptr [ecx],eax'  
the call window shows a message like this  
KERNEL32! 77e7b59e()  
and it sticks there which does not tell me much.  
in variables window i am told that  
'ZeitMatrix CXX0017: Error: Symbol "ZeitMatrix" not found'  
and in the last line  
CXX0017: CXX0014: error: Operand missing

since this variable (MyMatrixClass<int>Zeitmatrix) is not so important for my calculations so i deleted it from the main class constructor but it did not make any difference.  
Seems I will have to teach myself lot about debugging in MFC.

Specially puzzling for me why it is happening that when i put a control a on my Gui and assign a variable to it then 'access violation' message pops up.