

Re: newbie: trouble w/ try{} catch{}

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.language/2004-09/1424.html>

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"SteveK" <asasd@asdfasdfs.com> wrote in message

- > *OK, so I have a crash that happens randomly and I have asked the people*
- > *here*
- > *to send me their logs when they crash, I have narrowed it down to one*
- > *operation and I don't understand why it's happening. I just thought I*
- > *could*
- > *wrap it in a try/catch and handle it from there.*

Using any kind of catch in that case is the last thing you should do because in that way you will just masquerade problem for a while, but it will bite you badly later on. There was a plenty of discussions on why catching SEH exceptions in is a bad thing (unless you really know what you are doing). What you should do is to let you process crash and collect minidump (make sure you generate PDB files during build).

And a bit of advise: do not use catch(...) either it is broken on WIN32 platform and it is hard to fix it.

See

<http://groups.google.com/groups?hl=en&lr=&ie=UTF-8&threadm=eD%24n1NTgDHA.632%40tk2msftngp13.phx.gb>

A good source of information on how to work with dump files is WinDbg help files:

<http://www.microsoft.com/whdc/devtools/debugging/installx86.msp>

Vladimir.