

Re: Privileged Instruction exception in Release build

Source: <http://www.tech-archive.net/Archive/VC/microsoft.public.vc.mfc/2004-03/2446.html>

From: Stephen Kellett (*snail_at_objmedia.demon.co.uk*)

Date: 03/19/04

Date: Fri, 19 Mar 2004 13:45:43 +0000

In message <0BE41E9F-4407-49EB-85BB-7919A9CCA26C@microsoft.com>, Al <anonymous@discussions.microsoft.com> writes

Well, the program crash was first brought to my attention by my boss after I gave him a release build to play with on his machine. I had done most of my testing (for want of a better word) on the debug build where the error does not occur. And it looks now as if it is a simple access violation rather than a restricted instruction.

Any ideas?

1) Did you do a full rebuild after changing the size of any structures or classes? You can change the size by adding/removing data members or virtual methods, or making an existing method virtual, or making an existing virtual method non-virtual.

By full rebuild, I also mean full rebuild of the dependent DLLs (if there are any) that use this class/structure.

- 2) Possible uninitialised memory problem, leading to data corruption, leading to the bug
- 3) Possible bad message map, leading to stack corruption, leading to bug
- 4) Accessing deleted memory after it has been deleted, thus leading to data corruption, thus leading to bug.

Memory Validator can help you identify 2, 3, 4.

<http://www.softwareverify.com>

Take a look at the tutorials, they cover some of these topics. You may need to switch to debug mode to check some of the errors (such as uninit var detection).

Stephen

--

Re: Privileged Instruction exception in Release build

microsoft.public.vc.mfc: Re: Privileged Instruction exception in Release build

Stephen Kellett

Object Media Limited

<http://www.objmedia.demon.co.uk>

RSI Information:

<http://www.objmedia.demon.co.uk/rsi.html>