

Re: Windows Error at run-time...

Source: http://coding.derkeiler.com/Archive/C_CPP/comp.lang.cpp/2004-07/3082.html

From: John Harrison (john_andronicus_at_hotmail.com)

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On 21 Jul 2004 13:58:44 -0700, Reimar Twelker <existenzquantor@gmx.de> wrote:

> *Hi there,*
> *I'm learning OpenGL and unfortunately I am also new to C++...*
> *My problem is that I am not used to pointers (yet) and my little app*
> *always crashes at run-time...access violation of some sort.*
>
> *The windows message reads:*
> *...the expression <memory address> points to <0x00000000>. The process*
> *'written' could not be executed...*
>
> *I have been trying to fix this for a few days now and I NEED HELP!*
>
> *...I don't have to tell you that I don't know ANYTHING about debugging*
> *in Visual C++ ...:)*

Visual C++ has an excellent and intuitive debugger, learning how to use it would probably be the quickest way of solving your problem. Look on it as an opportunity.

>
> *I think that my problem is caused by some sort of NULL-pointer I am*
> *writing..*

Seems plausible.

> *By the way: I have written a class and when I try to create an*
> *instance, my app doesn't even create an application window but crashes*
> *on the spot. I came across this (new?) problem when I tried to avoid*
> *using pointers :/ Maybe something is wrong with my class definition*
> *but I'm not new to OOP, I have been using Java for quite some time...*
>

In the absence of any code it's very hard to help. Please post the smallest program you can that has this problem.

comp.lang.c++: Re: Windows Error at run-time...

Also please note that OpenGL is not on topic in this group. If your program is stuffed full of OpenGL code or if the problem is something to do with the way you are using OpenGL then you would be better off asking your question elsewhere (not sure where tho').

Perhaps you could read this group's welcome message first, to get an idea of what this group is about.

<http://www.slack.net/~shiva/welcome.txt>

john