Subject: Re: Crash in tt.dll
Posted by StealthEye on Tue, 31 Jul 2012 14:52:03 GMT

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danpaul88, it looks sensible for constructing the object, not for destructing it. I can't think of why it would destroy the object, but it would be strange if the dtor appeared on the stack at that point coincidentally too. My guess is that somehow the vtable (or pointer to vtable) was messed up, and it called the dtor instead of Set_Object_Dirty_Bits. This is still quite unlikely though.