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Thread: [Visual Studio 2019 VB.NET Shockwave Flash Object keeps crashing program](#)

Venture - June 18, 2019, 2:12 pm

So if I add the flash object to a windows forms application and go to either build it or debug it, it crashes. I've been trying to develop a flash trainer for a game I used to play. ? Anyone else have this issue, or know whats going on. Any feedback is appreciated.

#Kat - June 30, 2019, 11:32 am

Try catching your exceptions thrown because just saying "it crashes" really isn't a symptom to me its a executable result. So go ahead Try and Catch exception thrown then return.

Venture - July 2, 2019, 1:04 am

(Jun 30, 2019 11:32 AM)#Kat Wrote: [\[CITE\]](#) Try catching your exceptions thrown because just saying "it crashes" really isn't a symptom to me its a executable result. So go ahead Try and Catch exception thrown then return.

No its purely a component issue, apparently I'm not the only one experiencing the issue.

There are no conditional statements, and its not breaking the program, it wont even initialize. It can't even execute the form_load function

#Kat - July 3, 2019, 1:28 pm

hmm yeah seems external. Try a little optimization in all the lines sometimes thats exactly it. No doubt it will break something else butttt.. least that part would be done.. Good Ole Incremented Updates