
Subject: HeaderCtrl crashes on serialization
Posted by [zsolt](#) on Tue, 17 Nov 2009 09:51:24 GMT
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HeaderCtrl serialization is buggy when adding or removing columns.
When you remove a column, it tries to set non existing columns.

On the other side, if you add new columns, but not at the end of the list, the newly loaded setup is absolutely messy. It would be better to fall back to default setup in this case, I think.

I changed the code to load states only when number of coluns aren't changed.

File Attachments

1) [HeaderCtrl.diff](#), downloaded 419 times

Subject: Re: HeaderCtrl crashes on serialization
Posted by [mirek](#) on Wed, 18 Nov 2009 07:45:13 GMT
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Pushing things to limits, are we?

Well, patch definitely makes sense, it is in uppsrc now.

Mirek

Subject: Re: HeaderCtrl crashes on serialization
Posted by [zsolt](#) on Wed, 18 Nov 2009 09:00:26 GMT
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This ArrayCtrl class is extremely useful, it was a very minor bug, I think.

Subject: Re: HeaderCtrl crashes on serialization
Posted by [zsolt](#) on Wed, 18 Nov 2009 10:13:41 GMT
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BTW, what is your opinion about putting serialization of column visibility setup here?

Subject: Re: HeaderCtrl crashes on serialization
Posted by [mirek](#) on Wed, 18 Nov 2009 16:18:50 GMT
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I am ok with that. Patch is welcome.

I guess HeaderCtrl::Serialize is versioned, so it should not pose any BW issues....

Subject: Re: HeaderCtrl crashes on serialization
Posted by [zsol](#) on Thu, 19 Nov 2009 00:15:21 GMT
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OK, here is the patch. It uses a new version number, so it shouldn't be harmful.

I will upload a newer version of my tester app (Array Hide/Show Column Menu demonstration) also.

File Attachments

1) [HeaderCtrl.diff](#), downloaded 342 times

Subject: Re: HeaderCtrl crashes on serialization
Posted by [mirek](#) on Sun, 22 Nov 2009 22:28:40 GMT
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I have tried to optimize it a little, please check:

```
void HeaderCtrl::Serialize(Stream& s) {
    int version = 0x03;
    s / version;
    if(version < 0x01) {
        int n = col.GetCount();
        s / n;
        for(int i = 0; i < n; i++)
            if(i < col.GetCount()) {
                int n;
                s / n;
                col[i].ratio = n;
            }
        else {
            int dummy = 0;
            s / dummy;
        }
    }
    else {
        int n = col.GetCount();
        s / n;
        if(version < 0x02)
            for(int i = 0; i < n; i++)
```

```

if(i < col.GetCount())
    s % col[i].ratio;
else {
    int dummy = 0;
    s % dummy;
}
else {
    int t = 0;
    for(int i = 0; i < n; i++) {
        if(n == col.GetCount()) {
            int ndx = col[i].index;
            double r = col[i].ratio;
            s % ndx;
            s % r;
            int q = FindIndex(ndx);
            if(q >= 0) {
                col[q].ratio = r;
                col.Swap(t++, q);
            }
            if(version >= 0x03) {
                bool visible = IsTabVisible(i);
                s % visible;
                if(i < GetCount()) ShowTab(i, visible);
            }
        }
    }
    else {
        int dummy = 0;
        double dummy2 = 1.0;
        bool dummy3 = false;
        s % dummy;
        s % dummy2;
        if(version >= 0x03)
            s % dummy3;
    }
}
}
}
}
if(s.IsLoading()) {
    Refresh();
    WhenLayout();
}
}

```

Subject: Re: HeaderCtrl crashes on serialization
Posted by [zsolt](#) on Mon, 23 Nov 2009 10:01:23 GMT
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Thanks, it seems to be good for me.
This was my original idea also. I just don't know your style too deeply
