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Subject: Hopefully fixed "Writes to freed blocks" bug in ide - and warning (quiz)

Posted by [mirek](#) on Mon, 22 Oct 2007 16:51:21 GMT

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Ok, so the problem was in this function:

```
void EditorBar::InsertLines(int i, int count) {
    li.InsertN(minmax(i, 0, li.GetCount()), max(count, 0));
    if(editor->GetCheckEdited()) {
        if(editor->IsUndoOp() && li_removed.GetCount() >= count) {
            for(int t = 0; t < count; t++) {
                li.At(i + t).firstedited = li_removed[li_removed.GetCount() - count + t].firstedited;
                li[i + t].edited = li_removed[li_removed.GetCount() - count + t].edited;
            }
            li_removed.Drop(count);
            SetEdited(i + count, 1);
            ignored_next_edit = true;
        }
        else {
            if (li[i].firstedited == 0)
                li[i].firstedited = li.At(i + count).firstedited;
            SetEdited(i + 1, count);
        }
    }
    Refresh();
}
```

Quiz: Where is the bug?

Just to make it easier: It is a very ugly catch that Upp::Vector shares with std::vector .... and with MSC it works...

Mirek

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