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Subject: Re: bug in latest svn

Posted by [Novo](#) on Thu, 01 May 2008 22:15:42 GMT

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Novo wrote on Thu, 01 May 2008 17:28Novo wrote on Thu, 01 May 2008 16:31bytefield wrote on Thu, 01 May 2008 15:10Maybe it's a 64 bits issue? Which version have you tried? Both?

I'm using x86\_64.

I'll try to run valgrind on TheIDE and check for possible problems.

That can be a problem. I can check that with debug build of TheIDE.

A lot of that:

```
==31285== Conditional jump or move depends on uninitialised value(s)
==31285==   at 0x5919DB: Upp::CodeEditor::SyntaxState::ScanSyntax(unsigned short const*,
unsigned short co
==31285==   by 0x5964E6: Upp::CodeEditor::ScanSyntax(int) (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/G
==31285==   by 0x598E2C: Upp::CodeEditor::HighlightLine(int,
Upp::Vector<Upp::LineEdit::Highlight>&, int)
==31285==   by 0x5E1F34: Upp::LineEdit::Paint0(Upp::Draw&) (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/
==31285==   by 0x5E2A68: Upp::LineEdit::Paint(Upp::Draw&) (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/G
==31285==   by 0x83ECEC: Upp::Ctrl::PaintOpaqueAreas(Upp::Draw&, Upp::Rect_<int> const&,
Upp::Rect_<int> c
==31285==   by 0x83E949: Upp::Ctrl::PaintOpaqueAreas(Upp::Draw&, Upp::Rect_<int> const&,
Upp::Rect_<int> c
==31285==
```

```
==31285== Conditional jump or move depends on uninitialised value(s)
==31285== at 0x84ABCB: Upp::Ctrl::Refresh() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui
==31285== by 0x632597: Upp::ArrayCtrl::Sort(Upp::ArrayCtrl::Order const&) (in
/export/home/ssikorsk/dvlp
==31285== by 0x6325DF: Upp::ArrayCtrl::Sort(int, int (*)(Upp::Value const&, Upp::Value
const&)) (in /exp
==31285== by 0x5559DA: Upp::ArrayCtrl::Sort() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.G
==31285== by 0x566552: Browser::Reload() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.No
==31285== by 0x571687: Browser::Browser() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.N
==31285== by 0x45C366: Ide::Ide() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.Sha
==31285== by 0x482D70: GuiMainFn_() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.S
==31285== by 0x484155: main (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.Shared/id
```

```
==31285== Conditional jump or move depends on uninitialised value(s)
==31285== at 0x5C7C22: Upp::LineEdit::Layout() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.
==31285== by 0x5C407D: Upp::LineEdit::SetFont(Upp::Font) (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/
==31285== by 0x592D51: Upp::CodeEditor::CodeEditor() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.
==31285== by 0x43089D: AssistEditor::AssistEditor() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.D
==31285== by 0x45C2A8: Ide::Ide() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.Sha
==31285== by 0x482D70: GuiMainFn_() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.S
==31285== by 0x484155: main (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.Shared/id
==31285==
```

```
==31285== Conditional jump or move depends on uninitialised value(s)
==31285== at 0x5C3040: Upp::LineEdit::SetHBar() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug
==31285== by 0x5C7C7E: Upp::LineEdit::Layout() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.
==31285== by 0x5C407D: Upp::LineEdit::SetFont(Upp::Font) (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/
==31285== by 0x592D51: Upp::CodeEditor::CodeEditor() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.
```

```
==31285== by 0x43089D: AssistEditor::AssistEditor() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.D
==31285== by 0x45C2A8: Ide::Ide() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.Sha
==31285== by 0x482D70: GuiMainFn_() (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.S
==31285== by 0x484155: main (in
/export/home/ssikorsk/dvlp/upp/svn/upp/out/GCC.Debug.Gui.Nogtk.Shared/id
```

It looks like there is no "Use of uninitialised value of size 8" in debug build.

Probably, a version of GCC is important too ...