Subject: [Solved] Any::dtor fails after it is picked
Posted by Mindtraveller on Fri, 14 Nov 2008 18:14:26 GMT
View Forum Message <> Reply to Message

testcase:
Any aa;
ArrayMap<unsigned, Any> am; //just something to pick aa
am.AddPick(0,aa);//aa is now picked
//and we have exception when aa is to be destroyed

cause:
The cause is internal Pick behaviour and Clear() member function. When object is picked, it`s internal ptr is set to (void *)1. When object is to be destroyed, it`s Clear() is called. But Clear() doesn`t check if ptr == (void *)1. It just checks if ptr is nonzero. What we have? Of course exception on trying to delete (*1);

proposal:
Change Clear() function to something like
 void Clear() { if(ptr && !IsPicked()) delete ptr; ptr = NULL; }