
Subject: Re: [BUG?] Any::dtor fails after it is picked
Posted by [mirek](#) on Fri, 14 Nov 2008 20:21:52 GMT
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Mindtraveller wrote on Fri, 14 November 2008 13:14: 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; }
```

Thanks, correct observation, fixed.

Mirek
