
Subject: Re: Conditional jump or move depends on uninitialised value(s)

Posted by [mirek](#) on Tue, 27 Jan 2009 09:25:07 GMT

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Novo wrote on Tue, 27 January 2009 00:06 Thanks. All reported uninitialised values are gone.

luzr wrote on Mon, 26 January 2009 11:29 Interesting.

theide not working in win64, that is a new one... Going to check it soon - have not for a while.

I got XP x64 in my current company and tried to build and use 64-bit version of TheIDE. I managed to build and launch it, but got no luck with putting breakpoints.

Ah, well. Debugger not working, that is expected, at least sort of. Some more work is needed there.

Index: uppsrc/Core/Gtypes.h

```
=====
--- uppsrc/Core/Gtypes.h      (revision 812)
+++ uppsrc/Core/Gtypes.h      (working copy)
@@ -60,7 +60,7 @@

    String    ToString() const;

-   Size_() {}
+   Size_() : cx(0), cy(0) {}
   Size_(T cx, T cy) : cx(cx), cy(cy) {}

   Size_(const Size_<int>& sz) : cx((T)sz.cx), cy((T)sz.cy) {}
```

Well, that is how it is meant to be. If you do not initialize Size, it is not initialized...

The point is

```
Buffer<Size> x(1000);
```

I might not want to have implicit `memset(&x, 0, 4000)` - what if I know I am going to change these sizes immediately to something else?

Mirek
