Subject: Small fix for valgrind
Posted by kodos on Thu, 21 May 2009 16:52:21 GMT
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Hi,

I have tested my program with valgrind and found a little problem in U++ while testing:

Conditional jump or move depends on uninitialised value(s)
==9751== at 0x57F549: Upp::Ctrl::UpdateArea0(Upp::Draw&, Upp::Rect_<int> const&, int) (CtrlDraw.cpp:480)

This can be fixed if you add an initialization for hasdhctrl=false in the Ctrl constructor. (File CtrlCore/Ctrl.cpp Line~600)