
Subject: Re: DropList bug when compiling with SPEED option

Posted by [mirek](#) on Sun, 30 May 2010 19:34:19 GMT

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Didier wrote on Fri, 28 May 2010 17:38Hi Myrek,

Thanks for the reply. I remember having encountering the same kind of bug about a year ago, but it disappeared without notice.

The strange part about it ,is that for some values, the DropList's value gets displayed and for others it doesn't ???

I tried moving around UPP versions to see if it was an UPP bug, but there's no change.

Anyway this is not blocking, the speed option was a manipulation error: this ??bug?? doesn't bother me.

I'll try to keep an eye on it any way.

Still, it could mean that some code in DropList.cpp (or elsewhere) has implementation defined baheviour, something similar to this famous example:

```
x[i++] = i;
```

which hits us when optimizer tries another path for speed optimizations....

Mirek
