
Subject: Re: inconsistency causes crash

Posted by [unodgs](#) on Thu, 01 Jul 2010 10:49:01 GMT

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nixnix wrote on Tue, 29 June 2010 14:46Hi Daniel,

```
GridCtrl::ItemRect& GridCtrl::ItemRect::Editable(bool b)
{
    editable = b;
    parent->SyncCtrls(id);
    return *this;
}
```

.....

```
void GridCtrl::SyncCtrls(int row)
{
    //if(!HasCtrls())
    // return;
```

```
    Size sz = GetSize();
    genr_ctrls = false;
```

```
    Vector<int> cols;
```

```
    for(int i = 1; i < total_cols; i++)
        if(edits[hitems[i].id].factory && hitems[i].editable)
            cols.Add(i);
```

```
    if(cols.IsEmpty())
        return;
```

```
    int dy = sby + fixed_height;
    int dx = sbx + fixed_width;
    Rect r;
```

```
    int js = row < 0 ? 0 : row;
    int je = row < 0 ? total_rows : row + 1;
```

```
    for(int j = js; j < je; j++)
    {
        int idy = vitems[j].id;
        bool fixed = j < fixed_rows;
        bool create = !fixed && vitems[j].editable;
```

```
for(int i = 0; i < cols.GetCount(); i++)
{
    int c = cols[i];
    int idx = hitems[c].id;
    int oid = idx;

    Item *it = &items[idy][idx];

    if(it->isjoined)
    {
        it = &items[it->idy][it->idx];
        idx = it->idx;
    }
}
```

.....

the id in the first function becomes the row number in the second. This causes crashes in my code which I need to workaround (SetRowCount(10) then do my shit then SetRowCount(actual number of rows I want).

Just wanted to be dutiful and report the bug.

Nick

Thanks! I'll try to fix it ASAP
