
Subject: Re: Docking: ContexMenu behaviour
Posted by [mrjt](#) on Fri, 23 Jul 2010 12:19:49 GMT

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In such a situation it is better to crash ASAP than abort silently IMO. The code should work if `count == 0` and `count < 0` indicates that either a) the container has been picked, which I don't think has happened in this case) or b) There is some memory error somewhere else which needs fixing. The function was almost certainly called on a hanging/invalid pointer.
