
Subject: Re: DropList cores on ClearList()
Posted by [lundman](#) on Tue, 25 Apr 2006 13:12:55 GMT
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```
cvs -d ":pserver:anoncvs@lundman.net:/home/cvsroot" login
"anoncvs"
```

```
cvs -d ":pserver:anoncvs@lundman.net:/home/cvsroot" co UExp
```

However, debugging by commenting crap out, I have tracked it down.

If in my reply to SITELIST, I simply Droplist.Add() it works, ie, commenting out my dreadful attempt to sort the Droplist.

If I put this code in, it will die:

```
if (data.Has("END")) {
    // Sort list, then populate gui
    // Create a map between names and siteid
    VectorMap <String,int> namelist;
    Dict *tmp;

    for (int i=0; i < sitelist.GetCount(); i++) {
        tmp = &sitelist[i];
        namelist.Add(tmp->Get("NAME"), atoi(tmp->Get("SITEID")));
    }

    // Sort said map based on name
    Vector<int> o = GetSortOrder(namelist.GetKeys());

    // Look up name/id based on sorted order. This could use "namelist" ins\
thead
    // of sitelist though.
    for(int i = 0; i < o.GetCount(); i++)
        gui->do_SiteAdd(atoi(sitelist[o[i]].Get("SITEID")), sitelist[o[i]].\
Get("NAME"));

    // Tell GUI the end is reached.
    gui->do_SiteAdd(-1, "");
    return;
}
```

Most likely because the Strings given are on the local stack.

