
Subject: Re: DropDownList 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 UFxp

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" instead  
    // of sitelist though.  
    for(int i = 0; i < o.GetCount(); i++)  
        gui->do_SiteAdd(atoi(sitelist[o[i]].Get("SITEID")), sitelist[o[i]].\nGet("NAME"));  
  
    // Tell GUI the end is reached.  
    gui->do_SiteAdd(-1, "");  
    return;  
}
```

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

