
Subject: Re: Strange (and dangerous) bug
Posted by [unodgs](#) on Mon, 29 May 2006 18:39:15 GMT
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You must have lay file open to repeat the bug, have you?

Anyway, I'm sure that big memory allocation happens before SyncUsc gets called. I don't know exactly where, but I will find it later.

I think all this case is connected with polish chars because my laymain.lay file is broken after one of polish char (everytime in the same place):

```
LAYOUT(SyncOptionsLayout, 420, 128)
ITEM(Button, ok, SetLabel(t_("OK")).RightPosZ(4, 76).BottomPosZ(4, 24))
ITEM(LabelBox, dv___1, SetLabel(t_("Opcje synchronizacji")).HSizePosZ(4, 4).VSizePosZ(0, 32))
ITEM(Switch, syncmode, SetLabel(t_("Automatycznie nadpisuj
```

I'm attaching this file to this post (in correct form). Try to add it to your project and repeat my "bug procedure" (have this file and console visible and move it many times up and down (in console you should see error in parsing in line 331 - and in a certain moment you should see like available memory is rapidly going down)

File Attachments

1) [LayMain.lay](#), downloaded 1641 times
