
Subject: Re: ParseXML intermittent crash

Posted by [Sender Ghost](#) on Fri, 23 Mar 2012 14:04:09 GMT

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Hello, Nick.

nixnix wrote on Fri, 23 March 2012 01:59 Anyone manage to recreate the crash at least?
Yes, if throwing many XML files, one after one.

I think, this is synchronization problems.

To check this, just replace following source code for WRA\main.cpp file (from 321 line):

```
void Wrap::OpenTowerXML(String path)
```

```
{  
    FileIn iFile(path);  
  
    if(!iFile.IsOpen())  
    {  
        PromptOK("failed to open file");  
        return;  
    }
```

```
// int k = int(iFile.GetSize());  
int64 k = iFile.GetLeft();  
char* pBuf = new char[k];  
if(!iFile.GetAll(pBuf,k))  
{  
    iFile.Close();  
    delete[] pBuf;  
    return;  
}
```

```
iFile.Close();
```

```
String xml(pBuf);
```

```
XmlNode xn = ParseXML(xml);
```

To:

```
void Wrap::OpenTowerXML(String path)
```

```
{  
    GuiLock __;  
  
    XmlNode xn;  
    {  
        String xml(LoadFile(path));  
  
        if (xml.IsVoid())  
        {
```

```
PromptOK(Format("Failed to open '\\1%s' file", path));  
return;  
}  
  
try {  
    xn = ParseXML(xml);  
}  
catch (XmlError e) {  
    PromptOK(Format("XmlError for '%s' file:&%s", DeQtf(path), DeQtf(e)));  
    return;  
}  
}
```

And remove further source codes from the same Wrap::OpenTowerXML function (424, 428 lines):

delete[] pBuf;

Or use changed file from attached archive.

File Attachments

1) [WRA_main_changed.zip](#), downloaded 262 times
