
Subject: Re: ParseXML intermittent crash

Posted by [Sender Ghost](#) on Fri, 23 Mar 2012 20:45:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

nixnix wrote on Fri, 23 March 2012 19:28 Yes that appears to have fixed it. I am not using multithreading so I didn't think I had to worry about things not happening in order. After building with GUI configuration, I found, that real cause is correlation between pBuf dynamic array and ParseXML function. With String variable and LoadFile function it's ok.

Edit:

The XmlParser expects zero terminated characters. Therefore, changing following source code (from line 332):

```
int64 k = iFile.GetLeft();  
char* pBuf = new char[k];
```

To:

```
int64 k = iFile.GetLeft();  
char* pBuf = new char[k + 1];  
pBuf[k] = '\0';
```

Will solve this issue.
