
Subject: Re: Problem in CodeEditor

Posted by [mirek](#) on Mon, 18 Feb 2013 15:29:43 GMT

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koldo wrote on Mon, 18 February 2013 08:57Hello Mirek

I get an error using CodeEditor when pasting a text in an empty CodeEditor.

With line == 0, as li is empty,

```
void EditorBar::ClearErrors(int line)
{
    int count;
    if(line < 0) {
        line = 0;
        count = li.GetCount();
    }
    else
        count = line + 1;

    for(int i = line; i < count; i++)
        li[i].error = 0; // Assert here
}
```

A possible solution could be this:

```
void EditorBar::ClearErrors(int line)
{
    int count;
    if(line < 0) {
        line = 0;
        count = li.GetCount();
    }
    else if (line >= li.GetCount()) // Added
        count = li.GetCount();
    else
        count = line + 1;

    for(int i = line; i < count; i++)
        li[i].error = 0;
}
```

Would not a simple return be enough?

```
void EditorBar::ClearErrors(int line)
{
    int count;
    if(line < 0) {
```

```
    line = 0;
    count = li.GetCount();
}
else if (line >= li.GetCount()) // Added
    return;
else
    count = line + 1;

for(int i = line; i < count; i++)
    li[i].error = 0;
}
```

(Fixed).

Mirek
