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**Subject:** Thelde crashes when there is an error in translation file

**Posted by** [Zbych](#) **on Fri, 03 May 2013 14:55:10 GMT**

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Hi,

Thelde crashes when there is an error in translation file in the main package (e.g. it contains empty source string T\_(""))

SyncT function adds index to mainsT even if nothing is added to tfile.

```
for(int iFile = 0; iFile < pk.file.GetCount(); iFile++) {  
    String file = SourcePath(n, pk.file[iFile]);  
    String ext = GetFileExt(file);  
    if(ext == ".t" || ext == ".jt") {  
        VectorMap<String, LngEntry> tmap(pmap, 0);  
        if(LngParseTFile(file, tmap)) {  
            TFile& tf = tfile.Add();  
            tf.java = (ext == ".jt");  
            tf.package = n;  
            tf.file = pk.file[iFile];  
            tf.map = tmap;  
            tf.MakeLS();  
        }  
        // mark that we've found a local translation file  
        localT = true;  
  
        // store index of main package translation(s) file(s)  
  
        //ERROR  
        if(iPackage == 0)  
            mainsT.Add(tfile.GetCount() - 1);  
    }  
}
```

I guess that it should look like this:

```
for(int iFile = 0; iFile < pk.file.GetCount(); iFile++) {  
    String file = SourcePath(n, pk.file[iFile]);  
    String ext = GetFileExt(file);  
    if(ext == ".t" || ext == ".jt") {  
        VectorMap<String, LngEntry> tmap(pmap, 0);  
        if(LngParseTFile(file, tmap)) {  
            TFile& tf = tfile.Add();  
            tf.java = (ext == ".jt");  
            tf.package = n;  
            tf.file = pk.file[iFile];  
        }  
    }  
}
```

```
tf.map = tmap;
tf.MakeLS();

// mark that we've found a local translation file
localT = true;

// store index of main package translation(s) file(s)
if(iPackage == 0)
    mainsT.Add(tfile.GetCount() - 1);
}
}
}
```

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