Subject: [BUG] MscBuilder crashes the IDE when building all shared.
Posted by rxantos on Tue, 02 Jul 2013 05:29:39 GMT
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I tracked the bug to:
AddObjectExports

It uses FileMapping, and opens it, but forgets to map it before requesting a pointer (which is NULL unless you map the file.)

Adding

```
if(!mapping.Map(0, mapping.GetFileSize())) {
 return;
}
```

before

```
const byte* begin = mapping.Begin();
```

prevents the crash.

Note: I'm no expert of the coff format. So I wouldn't know the maximum size it should look for. So instead I try to map the whole file.