
Subject: Uninitialised value in SplitterFrame

Posted by [Novo](#) on Wed, 03 Jul 2013 16:09:34 GMT

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How to reproduce: run reference/DockingExample1 with valgrind. You will get a report below.

```
==22097== Conditional jump or move depends on uninitialised value(s)
==22097==    at 0x454D75: Upp::SplitterFrame::SetStyle(Upp::Splitter::Style const&)
(FrameSplitter.cpp:123)
==22097==    by 0x454E72: Upp::SplitterFrame::SplitterFrame() (FrameSplitter.cpp:137)
==22097==    by 0x5151FB: Upp::DockWindow::DockWindow() (DockWindow.cpp:1457)
==22097==    by 0x408F84: DockingExample::DockingExample() (main.cpp:32)
==22097==    by 0x4098FC: GuiMainFn_() (main.cpp:103)
==22097==    by 0x63765B: Upp::AppExecute__(void (*)()) (App.cpp:322)
==22097==    by 0x4098C1: main (main.cpp:101)
==22097== Uninitialised value was created by a stack allocation
==22097==    at 0x4098D8: GuiMainFn_() (main.cpp:102)
```

The problem is in code below.

```
SplitterFrame& SplitterFrame::SetStyle(const Splitter::Style& s)
{
    if(style != &s) {
        style = &s;
        RefreshLayout();
        Refresh();
    }
    return *this;
}
```

```
SplitterFrame::SplitterFrame()
{
    type = LEFT;
    size = size0 = 4;
    minsize = 0;
    sizemin = 0;
    SetStyle(Splitter::StyleDefault());
}
```

When constructor of SplitterFrame calls SetStyle() "style" is still uninitialized. IMHO, it is safe to set it to NULL in constructor.

Thanks.
