Subject: Uninitialized variables in the file ScatterDraw.cpp will cause crash (Using Visual Studio 2013)
Posted by kasome on Sat, 30 Jan 2016 09:53:19 GMT

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Uninitialized variables in the file ScatterDraw.cpp will cause crash (Using Visual Studio 2013)

In the file ScatterDraw.cpp, the following function

void ScatterDraw::DrawLegend(Draw& w, const Size &size, int scale) const {

...............................................

    int plotLeft, plotTop, rectWidth, rectHeight; // uninitialized variables

...............................................

    int left = plotLeft + legendPos.x*scale;    // will cause crash here

...............................................

}

just make sure the variables has been initialized before using it, that should fix the problem, i.e.

int plotLeft = 0, plotTop = 0, rectWidth = 0, rectHeight = 0;

the patched file and the original file will upload as the attachment file, please update. :d

File Attachments
1) ScatterDraw.zip, downloaded 314 times