
Subject: BUG? in TxtPaint.cpp

Posted by [borbek](#) on Wed, 27 Jul 2016 08:27:41 GMT

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in the following line (index parti eq part.GetCount):

```
void RichTxt::GatherValPos(Vector<RichValPos>& f, RichContext rc, int pos, int type) const
{
    int parti = 0;
    while(parti < part.GetCount()) {
        RichContext begin;
        Advance(parti++, rc, begin);
        -----> if(part[parti].Is<RichTable>())
            GetTable(parti).GatherValPos(f, begin, pos, type);
        else {
            int nbefore = 0;
            int nline = 0;
            const Para& p = part[parti].Get<Para>();
            if(p.haspos)
                if(type == LABELS)
                    Get(parti, *begin.styles, true).GatherLabels(f, begin.page, begin.py, pos);
                else
                    Get(parti, *begin.styles, true).GatherIndexes(f, begin.page, begin.py, pos);
        }
        pos += GetPartLength(parti) + 1;
    }
}
```

change:

```
while(parti < part.GetCount()) {
    on
    while(parti < part.GetCount()-1) {
```

bug fixes, but I do not know how it will affect the work of the rest of the code ...
