
Subject: Re: BUG? in TxtPaint.cpp

Posted by [koldo](#) on Thu, 28 Jul 2016 06:39:25 GMT

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Yes. That line crashes my applications.

Look at this:

```
void RichTxt::GatherValPos(Vector<RichValPos>& f, RichContext rc, int pos, int type) const
{
    int parti = 0;
    while(parti < part.GetCount()) {          <-- This checks parti is in part[] scope
        RichContext begin;
        Advance(parti++, rc, begin);        <-- parti is incremented
        if(part[parti].Is<RichTable>()) <-- parti == part.GetCount() ERROR!
            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;
    }
}
```

Maybe this could be better:

```
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);          <-- parti is not incremented here
        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;  
parti++;          <-- parti is incremented here  
}  
}
```
