Subject: Crash on "package organizer" entry
Posted by Zbych on Thu, 04 Jan 2018 19:41:41 GMT
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Hi,

I don't know if there is something wrong with my configuration, but recent version of TheIDE (11638) crashes every time I try to enter "Package organizer" menu:

Stack trace:

```
20:04:19:466 INFO  GuiMainFn_(): Version: 11638-xenial-amd64-nogtk (64 bit) (GCC) (C++11)
(Gtk) Compiled: 01/04/2018 20:01:54
****************** ASSERT FAILED: Assertion failed in /home/zbych/upp/uppsrc/Core/Value.cpp,
line 339
type < 0x8000000

Stack trace:
Upp::AddStackTrace(char*, int)
Upp::AssertFailed(char const*, int, char const*)
Upp::Value::Serialize(Upp::Stream&)
Upp::Stream& Upp::operator%<Upp::Value>(Upp::Stream&, Upp::Value&)
Upp::Ctrl::Serialize(Upp::Stream&)
Upp::Stream& Upp::operator%<UppList>(Upp::Stream&, UppList&)
PackageEditor::Serialize(Upp::Stream&)
EditPackages(char const*, char const*, Upp::String&)
Ide::EditWorkspace()
Upp::CallbackN<> Upp::callback<Ide, Ide>(Ide*, void (Ide::*)())::{lambda()#1}::operator()() const
Upp::Function<void ()>::Wrapper<Upp::CallbackN<> Upp::callback<Ide, Ide>(Ide*, void
(Ide::*)())::{lambda()#1}>::Execute()
Upp::Function<void ()>::operator()() const
Upp::Function<void ()>::Wrapper2<Upp::Function<void ()> >::Execute()
Upp::Function<void ()>::operator()() const
Upp::Ctrl::Action()
Upp::MenuItem::LeftUp(Upp::Point_<int>, unsigned int)
Upp::Ctrl::MouseEvent(int, Upp::Point_<int>, int, unsigned int)
Upp::Ctrl::MouseEvent0(int, Upp::Point_<int>, int, unsigned int)
Upp::Ctrl::MouseEventH(int, Upp::Point_<int>, int, unsigned int)
Upp::Ctrl::MEvent0(int, Upp::Point_<int>, int)
Upp::Ctrl::DispatchMouseEvent(int, Upp::Point_<int>, int)
Upp::Ctrl::DispatchMouseEvent(int, Upp::Point_<int>, int)
Upp::Ctrl::DispatchMouseEvent(int, Upp::Point_<int>, int)
Upp::Ctrl::DispatchMouse(int, Upp::Point_<int>, int)
Upp::Ctrl::DispatchMouseIn(int, int)
```

TheIDE fails this assertion:

```
void Value::Serialize(Stream& s) {
 RegisterStd();
 dword type;
 if(s.IsLoading()) {
  s / type;
  ASSERT(type < 0x8000000); // only Values with assigned real type ID can be serialized
 ^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
  Free();
  int st = type == VOID_V ? VOIDV : type == STRING_V ? STRING : type;
  if(st < 0)
   s.LoadError();
```

Correct me if I am wrong, but this assertion is not necessary and "if(st < 0)" correctly handles case when there is no more data in the stream.

## File Attachments

1) Zrzut ekranu z 2018-01-04 20-04-44.png, downloaded 608 times