
Subject: Re: U++ 2019.1.rc4 released
Posted by [Novo](#) on Thu, 18 Apr 2019 22:32:57 GMT
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mirek wrote on Thu, 18 April 2019 04:53 Novo wrote on Wed, 17 April 2019 21:31 I was investigating a crash with TheIDE and discovered a bunch of uninitialized memory reads. Please check an attached file.

Should be all fixed in the trunk.

All of it was innocent things like Enabling/Disabling random buttons in theide toolbar during initialization, then it got fixed by second SetBar call even before theide is open.

That said, it is definitely better if theide runs valgrind clean, so I from now on I will do valgrind checks before each release. Thank you.

Mirek

Thank you! Below are two more fixes which make TheIDE 100% valgrind-clean.

(I fixed/added two constructors)

```
CpplItem() : access(), kind(), at(), virt(), decla(), lvalue(), isptr(), filetype(), impl(), file(), line(),  
qualify(true) {}
```

```
struct PPIItem {  
    PPIItem() : type(), segment_id() {}
```

These changes won't make TheIDE any slower.

This is C++98 initialization style. I didn't do that C++11 way for compatibility reason.
