
Subject: Re: U++ 2019.1.rc4 released
Posted by [mirek](#) on Fri, 19 Apr 2019 10:27:49 GMT
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Novo wrote on Fri, 19 April 2019 00:32mirek wrote on Thu, 18 April 2019 04:53Novo wrote on Wed, 17 April 2019 21:31I 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.

Did it trigger any valgrind errors? If so, which ones?

Quote:

(I fixed/added two constructors)

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

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

These changes won't make TheIDE any slower.

Probably not noticeably, but it is matter of principle: Do I need from now on to initialize variables that are not used in particular branch of code?

Quote:

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

Why? :)

Mirek
