
Subject: Re: U++ 2019.1.rc4 released
Posted by [Novo](#) on Fri, 19 Apr 2019 14:43:01 GMT
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mirek wrote on Fri, 19 April 2019 06:27
Did it trigger any valgrind errors? If so, which ones?

Yes, they did. Please check the attached file.

mirek wrote on Fri, 19 April 2019 06:27

Quote:

(I fixed/added two constructors)

```
CppItem() : 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.

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?

Well, valgrind and sanitizers is very often the only way to figure out an origin of a problem because sometimes this can be a bug with a compiler but the code itself. An when I see a lot of garbage in the output I just want to stop using the code because it is unprofessional. It is not that hard to fix all errors reported by valgrind and sanitizers.

In the second case both members are used, I believe.

In the first case I initialized everything because I didn't have time to figure out which one exactly is used uninitialized.

mirek wrote on Fri, 19 April 2019 06:27

Quote:

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

Why? :)

Old habit.

File Attachments

1) [vg.log.02](#), downloaded 283 times
