Subject: [BUG] EditDouble, SetData() can prevent U++ program from running...
Posted by ptkacz on Sun, 04 Nov 2018 19:14:45 GMT
View Forum Message <> Reply to Message

Working on some code, "0.0" was accidentally passed to a instantiated EditDouble, SetData() method. The U++ application successfully compiled, but would not run. Upon investigation, the issue corrected, and the parameter changed to 0.0, the U++ application would successfully run upon being compiled.

Subject: Re: [BUG] EditDouble, SetData() can prevent U++ program from running...
Posted by mirek on Mon, 05 Nov 2018 18:30:42 GMT
View Forum Message <> Reply to Message

ptkacz wrote on Sun, 04 November 2018 20:14Working on some code, "0.0" was accidentally passed to a instantiated EditDouble, SetData() method. The U++ application successfully compiled, but would not run. Upon investigation, the issue corrected, and the parameter changed to 0.0, the U++ application would successfully run upon being compiled.

Like this:

```
EditDouble h;
h.SetData("0.0");
```

If so, that is not a bug but feature. Value is polymorphhic, it is your responsibility to pass only data allowed.

You can try ... catch(ValueTypeError) if you need to.

Mirek

Subject: Re: [BUG] EditDouble, SetData() can prevent U++ program from running...
Posted by ptkacz on Tue, 13 Nov 2018 00:21:16 GMT
View Forum Message <> Reply to Message

Yes, but, there's no indication where the problem is!

Subject: Re: [BUG] EditDouble, SetData() can prevent U++ program from running...
Posted by mirek on Tue, 13 Nov 2018 07:53:13 GMT
View Forum Message <> Reply to Message

ptkacz wrote on Tue, 13 November 2018 01:21Yes, but, there's no indication where the problem is!

Have you tried running it in debugger? It should point you pretty directly to the place of failure.

That said, if you are in windows, it is true that it from some time stopped showing message box after program exception - apps now seem to die silently. I think this is some setting somewhere, investigating....

Subject: Re: [BUG] EditDouble, SetData() can prevent U++ program from running...
Posted by mirek on Tue, 13 Nov 2018 08:09:03 GMT
View Forum Message <> Reply to Message

I have posted the question here:

https://stackoverflow.com/questions/53276446/if-application-crashes-eg-segfault-or-unhandled-exception-since-some-win10- u

---