
Subject: [BUG] EditDouble, SetData() can prevent U++ program from running...
Posted by [ptkacz](#) on Sun, 04 Nov 2018 19:14:45 GMT

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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

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ptkacz wrote on Sun, 04 November 2018 20:14 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.

Like this:

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

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

You can try ... `catch(ValueError)` 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

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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

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ptkacz wrote on Tue, 13 November 2018 01:21 Yes, 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
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I have posted the question here:

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