
Subject: [SOLVED] ERROR: Not in table (destructor clobbered?)

Posted by [xrysf03](#) on Sat, 23 Nov 2019 21:47:51 GMT

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Dear everyone,

while tweaking my toy app in U++, I've come across an interesting error message.
At runtime, my app doesn't crash outright, but throws an exception saying

iqbal

ERROR: Not in table: ~iqbal() called

...and the program keeps working! Screenshot included.

"iqbal" is the name of a particular class in my project (an I+Q imbalance correction thing).
So far I have created a handful of non-visual classes, and never had a problem with the "system".

The error message is pretty informative: it says what class has thrown the error and what function was supposed to get called (the destructor). It happens when I say "delete iq", where iq is an iqbal* (pointer). And the destructor does *not* get called - if I insert a PromptOK() or some such in the dtor, I don't get the message.

Do I understand correctly, that U++ knows the method name (symbol) but somehow cannot find the function in the late-binding virtual function table? BTW the method is not even virtual and there's no inheritance in the game, the "class iqbal" is pretty basic / self-sufficient.

I'm wondering if this is a result of me writing some unallocated memory or iterating past the end of a static array. It would not be the first time on this project ;)

I've tried moving the "delete" (destructor call) just after the object is instantiated with a "new", literally on the next line of code. And it throws the exception.

There's no pointer-based memory access inbetween the "new" and the "delete" - yet the exception occurs, always. Means to me that I've messed up someplace earlier, and have caused a "rift in the matrix" ;)

I merely feel like it's time I asked if this is perhaps some other problem, if the message maybe points to some specific goofup. Anything that could help me narrow down the problem. Otherwise my next step would be, to try the instantiation+destruction right at the start of my program, before all the dynamic buffer allocations and accesses start to happen...

BTW this is still U++ 12610 nightly (=oldish) with Mingw64 in "Release" mode.

Any ideas are welcome :)

Frank

File Attachments

1) [ERROR_not_in_table.png](#), downloaded 321 times

Subject: Re: ERROR: Not in table (destructor clobbered?)

Posted by [koldo](#) on Sun, 24 Nov 2019 11:23:33 GMT

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A question Xrysf03: Are you throwing an exception out of a destructor?

Subject: Re: ERROR: Not in table (destructor clobbered?)

Posted by [xrysf03](#) on Sun, 24 Nov 2019 12:04:21 GMT

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@koldo: not that I'm aware of :)

Sorry to say that, but you won't find any occurrence of try/catch/finally in my whole project. Let alone a "throw".

But I guess you've helped me solve the problem. Earlier, while debugging some other mischief, I had added a PromptOK() into the reported dtor. If I comment that out, the "ERROR: Not in table" goes away. Funny that I haven't correlated those two earlier. I'll keep an eye on this for a bit, but it seems like I've got my culprit. => thank you :)

Subject: Re: ERROR: Not in table (destructor clobbered?)

Posted by [koldo](#) on Sun, 24 Nov 2019 19:12:33 GMT

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Sorry Xrysf03, you said Quote:At runtime, my app doesn't crash outright, but throws an exception saying ... :roll:

Subject: Re: ERROR: Not in table (destructor clobbered?)

Posted by [xrysf03](#) on Sun, 24 Nov 2019 22:00:40 GMT

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:) Yes I know. On my techsupport job, I grin when people come to me and use inappropriate vocabulary to describe... things going on that they do not understand. And hypothesize about the cause. So to you, I am the rookie now :) It's always nice to have someone who has the patience to answer my silly questions.

Subject: Re: ERROR: Not in table (destructor clobbered?)

Posted by [Oblivion](#) on Sun, 24 Nov 2019 23:06:35 GMT

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Hello Frank,

I can't really comment much on the cause of the actual error as I don't have a sample code to

inspect, but what you describe here might be caused by the text your code passes to Prompt. (PromptOK).

AFAIK, the "Not in table" error is thrown when a qtf text doesn't contain a required element, or by a malformed qtf text.

When you pass a C string (a string with typical whitespaces or ANSI control codes (a chr < 0x20), or a string that can have characters used in QTF commands, such as "["), etc.) to a QTF-native widgets, e.g prompts, etc., you need to use DeQtf() function to escape the aforementioned control codes:

E.g.

```
String text = "Hello world\nThis is U++";  
PromptOK(DeQtf(text));
```

Best regards,
Oblivion.

Subject: Re: ERROR: Not in table (destructor clobbered?)

Posted by [mirek](#) on Mon, 25 Nov 2019 07:30:46 GMT

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BTW, alternative to DeQtf is '\1' - works as bracket to the text that should not be interpreted as containing Qtf commands.

E.g. PromptOK("[* Example: \1[] {}\\1]");

Mirek
