Subject: [SOLVED] Layout Designer : TheIde crash in the submenu "Input Fields"
Posted by omari on Tue, 10 Mar 2020 10:31:09 GMT
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to reproduce, try to add an "EditString" to a layout in the layout designer .

Env : MacOS.

Subject: Re: [BUG] Layout Designer : TheIde crach in the submenu "Input Fields"
Posted by mirek on Tue, 10 Mar 2020 15:56:03 GMT
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I believe you and in the past, I got some similar crash.

Unfortunately, I have hard time to reproduce that (I have just tried with freshly created project and it works).

I think it might depend on many other factors. If it crashes consistently for you, that would be great, can you e.g. share the package where it crashes?

Subject: Re: [BUG] Layout Designer : TheIde crash in the submenu "Input Fields"
Posted by omari on Tue, 10 Mar 2020 18:26:00 GMT
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it crash with theide, tutorial/Gui16, and even with a new project.

********** ASSERT FAILED: Assertion failed in
/Users/omari/upp.src/uppsrc/CtrlLib/MacMenu.mm, line 83

line 83:

```
virtual void   AddCtrl(Ctrl *ctrl, int gapsize) { NEVER(); }
```

adding RDUMP in LayDes::Group(Bar& bar, const String& group)

```
 for(i = 0; i < type.GetCount(); i++) {
  RDUMP(type[i]);
  bar.Add(type[i], GetTypeIcon(type[i], w, h, 0, SLtGray),
          THISBACK1(CreateCtrl, type[i]));
  if((q++ + 2) % 16 == 0)
   bar.Break();
 }
```

then the output is :

type[i] = Calendar
type[i] = Clock
type[i] = DropDate
type[i] = DropList
type[i] = DropTime
type[i] = DropTree
type[i] = EditDate
type[i] = EditDateNotNull
type[i] = EditDateSpin
type[i] = EditDouble
type[i] = EditDoubleNotNull
type[i] = EditDoubleSpin
type[i] = EditField
type[i] = EditInt
type[i] = EditInt64
****************** ASSERT FAILED: Assertion failed in
/Users/omari/upp.src/uppsrc/CtrlLib/MacMenu.mm, line 83

Subject: Re: [BUG] Layout Designer : TheIde crash in the submenu "Input Fields"
Posted by omari on Wed, 11 Mar 2020 08:34:29 GMT
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after more DUMPS i found that the call to AddCtrl is in Bar::Break()

```
void Bar::Break()
{
 AddCtrl(NULL, (int)Null);
}
```

as a test, i comment this line and it work without crash.

Subject: Re: [BUG] Layout Designer : TheIde crash in the submenu "Input Fields"
Posted by mirek on Wed, 11 Mar 2020 08:57:59 GMT
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omari wrote on Wed, 11 March 2020 09:34after more DUMPS i found that the call to AddCtrl is in Bar::Break()

```
void Bar::Break()
{
 AddCtrl(NULL, (int)Null);
}
```

as a test, i comment this line and it work without crash.

I am already there too, but now it started to crash on closing the menu... So more work to be done there.

Subject: Re: [BUG] Layout Designer : TheIde crash in the submenu "Input Fields"
Posted by mirek on Thu, 12 Mar 2020 13:05:27 GMT
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mirek wrote on Wed, 11 March 2020 09:57

I am already there too, but now it started to crash on closing the menu... So more work to be done there.

After about 10 hours of bug hunting, I have discovered the issue behind the crashes (https://github.com/ultimatepp/ultimatepp/commit/e19b374a45aa fa4214860f015b877a97a4d3e880 - invalid static cast in LayDes.cpp), so the issue is now finally fixed to my satisfaction.

Mirek

Subject: Re: [SOLVED] Layout Designer : TheIde crash in the submenu "Input Fields"
Posted by omari on Fri, 13 Mar 2020 10:05:54 GMT
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Thanks Mirek.
