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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.

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Subject: Re: [BUG] Layout Designer : TheIde crash 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?

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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
```

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Subject: Re: [BUG] Layout Designer : Thelde 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.

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Subject: Re: [BUG] Layout Designer : Thelde 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.

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Subject: Re: [BUG] Layout Designer : Thelde 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/e19b374a45aafa4214860f015b877a97a4d3e880> - invalid static cast in LayDes.cpp), so the issue is now finally fixed to my satisfaction.

Mirek

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

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