Subject: [FIX] Editing a file which does not exist anymore chrashes TheIDE
Posted by loki on Mon, 23 Feb 2009 23:18:05 GMT
View Forum Message <> Reply to Message

1) Open a file with EditFile.
2) Close TheIDE
3) Delete the file on your Harddrive.
4) Open TheIDE
5) Click on the filename on the left side.
6) TheIDE crashes (Invalid Memory Access)

Subject: Re: [BUG] Editing a file which does not exist anymore chrashes TheIDE
Posted by mr_ped on Tue, 24 Feb 2009 07:11:56 GMT
View Forum Message <> Reply to Message

loki wrote on Tue, 24 February 2009 00:181) Open a file with EditFile.
2) Close TheIDE
3) Delete the file on your Harddrive.
4) Open TheIDE
5) Click on the filename on the left side.
6) TheIDE crashes (Invalid Memory Access)

Do you mean in step 2) really a "close", or just minimize and keep TheIDE running?

Subject: Re: [BUG] Editing a file which does not exist anymore chrashes TheIDE
Posted by loki on Tue, 24 Feb 2009 10:52:58 GMT
View Forum Message <> Reply to Message

In step 2) really close the application

In step 4) open the same project as before. Because then the file is in the temp-aux folder.

Subject: Re: [BUG] Editing a file which does not exist anymore chrashes TheIDE
Posted by mr_ped on Tue, 24 Feb 2009 11:30:43 GMT
View Forum Message <> Reply to Message

Works without crash for me. WinXP + TheIDE 902r181 (some recent SVN)

Subject: Re: [BUG] Editing a file which does not exist anymore chrashes TheIDE
Posted by loki on Tue, 24 Feb 2009 14:49:25 GMT
View Forum Message <> Reply to Message

I have now tested it with 902r181 (64 bit) under xubuntu. It always crashes TheIDE.

Ok, testet it under Vista with the 2008.1 Release. It works. If the file is deleted TheIDE does not crash, instead it creates a new file with this name.

Subject: Re: [BUG] Editing a file which does not exist anymore chrashes TheIDE
Posted by loki on Tue, 12 May 2009 22:31:29 GMT
View Forum Message <> Reply to Message

With XUbuntu 9.04 and TheIde 1157 (64 bit) the problem still exist.

I got this as normal user on the shell:
xxx@xxx:~$ theide
Invalid memory access!
Aborted

And I got this as root:
xxx@xxx:~$ sudo theide
<unknown>: Fatal IO error 11 (Resource temporarily unavailable) on X server :0.0.

If I do not restart theIDE after I deleted the file, a new file is created when I press save.

Subject: Re: [BUG] Editing a file which does not exist anymore chrashes TheIDE
Posted by mirek on Wed, 13 May 2009 07:15:37 GMT
View Forum Message <> Reply to Message

There must be some more details - it does not crash for me in ubuntu.

Subject: Re: [BUG] Editing a file which does not exist anymore chrashes TheIDE
Posted by loki on Fri, 15 May 2009 17:35:18 GMT
View Forum Message <> Reply to Message

Some more information:

* /usr/bin/theide 15.05.2009 18:25:01, user: xxx

18:25:02 CLOSE 6Splash
18:25:02 OPEN 16SelectPackageDlg "Select main package (TheIDE 1157 2009-05-11 3:25)"
18:25:02 ACTIVATE 16SelectPackageDlg "Select main package (TheIDE 1157 2009-05-11 3:25)"
18:25:02 SETFOCUS N3Upp9ArrayCtrlE ("Select main package (TheIDE 1157 2009-05-11

3:25)")
18:25:02 SETFOCUS N3Upp9ArrayCtrlE ("Select main package (TheIDE 1157 2009-05-11 3:25)")
18:25:02 SETFOCUS N3Upp9ArrayCtrlE ("Select main package (TheIDE 1157 2009-05-11 3:25)")
18:25:03 LEFTDOWN [44, 14] (LEFT) N3Upp6ButtonE ("Select main package (TheIDE 1157 2009-05-11 3:25)")
18:25:03 LEFTUP [44, 14] ( ) N3Upp6ButtonE ("Select main package (TheIDE 1157 2009-05-11 3:25)")
18:25:03 CLOSE N3Upp9TopWindowE "Select main package (TheIDE 1157 2009-05-11 3:25)"
18:25:03 OPEN 3Ide
18:25:03 ACTIVATE 3Ide
18:25:03 OPEN N3Upp8ProgressE "Assist++"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE N3Upp8ProgressE "Assist++"
18:25:03 SETFOCUS N3Upp8ProgressE "Assist++"
18:25:03 SETFOCUS N3Upp8ProgressE "Assist++"
18:25:03 CLOSE N3Upp9TopWindowE "Assist++"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"

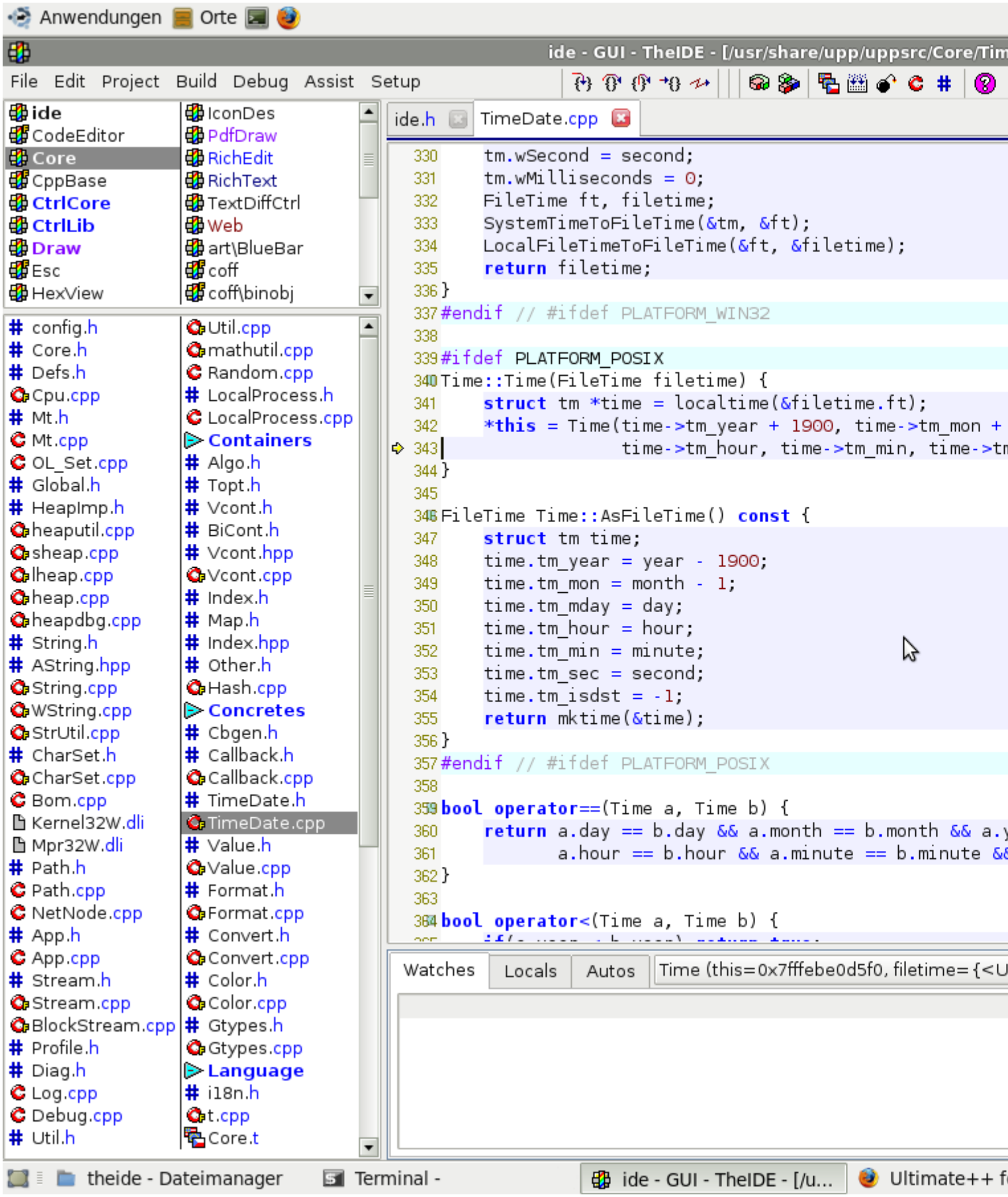
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"

18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3Ide "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 12AssistEditor ("OpenGL_Linux - GUI - TheIDE { xyz }")
18:25:03 SETFOCUS 12AssistEditor ("OpenGL_Linux - GUI - TheIDE { xyz }")
18:25:09 LEFTDOWN [51, 8] (LEFT) N3Upp8FileListE ("OpenGL_Linux - GUI - TheIDE - [/home/xxx/Dokumente/test.txt UTF-8] { xyz }")
18:25:09 LEFTUP [51, 8] ( ) N3Upp8FileListE ("OpenGL_Linux - GUI - TheIDE - [/home/xxx/Dokumente/test.txt UTF-8] { xyz }")
18:25:10 LEFTDOWN [58, 10] (LEFT) 7UppList ("OpenGL_Linux - GUI - TheIDE - [/home/xxx/Dokumente/test.txt UTF-8] { xyz }")
18:25:10 ===== PANIC ==========
18:25:10 Invalid memory access!

Here it stops in the debugger.
*time == 0x0.

File Attachments

1) Bildschirmfoto.png, downloaded 565 times


Anwendungen
Orte
ide - GUI - TheIDE - [/usr/share/upp/uppsrc/Core/Tim
File Edit Project Build Debug Assist Setup
ide
CodeEditor
Core
CppBase
CtrlCore
CtrlLib
Draw
Esc
HexView
IconDes
PdfDraw
RichEdit
RichText
TextDiffCtrl
Web
art\BlueBar
coff
coff\binobj
config.h
Core.h
Defs.h
Cpu.cpp
Mt.h
Mt.cpp
OL_Set.cpp
Global.h
HeapImp.h
heaputil.cpp
sheap.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
String.h
AString.hpp
String.cpp
WString.cpp
StrUtil.cpp
CharSet.h
CharSet.cpp
Bom.cpp
Kernel32W.dli
Mpr32W.dli
Path.h
Path.cpp
NetNode.cpp
App.h
App.cpp
Stream.h
Stream.cpp
BlockStream.cpp
Profile.h
Diag.h
Log.cpp
Debug.cpp
Util.h
Util.cpp
mathutil.cpp
Random.cpp
LocalProcess.h
LocalProcess.cpp
Containers
Algo.h
Topt.h
Vcont.h
BiCont.h
Vcont.hpp
Vcont.cpp
Index.h
Map.h
Index.hpp
Other.h
Hash.cpp
Concretes
Cbgen.h
Callback.h
Callback.cpp
TimeDate.h
TimeDate.cpp
Value.h
Value.cpp
Format.h
Format.cpp
Convert.h
Convert.cpp
Color.h
Color.cpp
Gtypes.h
Gtypes.cpp
Language
i18n.h
t.cpp
Core.t
ide.h
TimeDate.cpp
330 tm.wSecond = second;
331 tm.wMilliseconds = 0;
332 FileTime ft, filetime;
333 SystemTimeToFileTime(&tm, &ft);
334 LocalFileTimeToFileTime(&ft, &filetime);
335 return filetime;
336 }
337 #endif // #ifdef PLATFORM_WIN32
338
339 #ifdef PLATFORM_POSIX
340 Time::Time(FileTime filetime) {
341 struct tm *time = localtime(&filetime.ft);
342 *this = Time(time->tm_year + 1900, time->tm_mon +
343 time->tm_hour, time->tm_min, time->tm
344 }
345
346 FileTime Time::AsFileTime() const {
347 struct tm time;
348 time.tm_year = year - 1900;
349 time.tm_mon = month - 1;
350 time.tm_mday = day;
351 time.tm_hour = hour;
352 time.tm_min = minute;
353 time.tm_sec = second;
354 time.tm_isdst = -1;
355 return mktime(&time);
356 }
357 #endif // #ifdef PLATFORM_POSIX
358
359 bool operator==(Time a, Time b) {
360 return a.day == b.day && a.month == b.month && a.y
361 a.hour == b.hour && a.minute == b.minute &&
362 }
363
364 bool operator<(Time a, Time b) {
Watches
Locals
Autos
Time (this=0x7fffebe0d5f0, filetime={<U
theide - Dateimanager
Terminal -
ide - GUI - TheIDE - [/u...
Ultimate++ f

Subject: FIX
Posted by loki on Fri, 15 May 2009 18:09:04 GMT
View Forum Message <> Reply to Message

This will fix it:
(Core/TimeDate.cpp Line 340)

Original:
```
#ifdef PLATFORM_POSIX
Time::Time(FileTime filetime) {
 struct tm *time = localtime(&filetime.ft);
 *this = Time(time->tm_year + 1900, time->tm_mon + 1, time->tm_mday,
              time->tm_hour, time->tm_min, time->tm_sec);
}
```

Fix:
```
#ifdef PLATFORM_POSIX
Time::Time(FileTime filetime) {
 struct tm *time = localtime(&filetime.ft);
 if(time)
 {
  *this = Time(time->tm_year + 1900, time->tm_mon + 1, time->tm_mday,
              time->tm_hour, time->tm_min, time->tm_sec);
 }
}
```

Subject: Re: FIX
Posted by mirek on Fri, 15 May 2009 18:18:04 GMT
View Forum Message <> Reply to Message

Thanks. I like bug-reports with fixes It also explains why it was hart to reproduce...

Patch applied.

Mirek