
Subject: [FIX] Editing a file which does not exist anymore chrashes TheIDE
Posted by [loki](#) on Mon, 23 Feb 2009 23:18:05 GMT

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-
- 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

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-
- 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

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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

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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

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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

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With XUbuntu 9.04 and Thelde 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

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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

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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 3lde
18:25:03 ACTIVATE 3lde
18:25:03 OPEN N3Upp8ProgressE "Assist++"
18:25:03 DEACTIVATE 3lde "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 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"


```
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03   SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03   SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03   SETFOCUS 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 DEACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03 ACTIVATE 3lde "OpenGL_Linux - GUI - TheIDE { xyz }"
18:25:03   SETFOCUS 3lde "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 289 times

Subject: FIX

Posted by [loki](#) on Fri, 15 May 2009 18:09:04 GMT

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This will fix it:

(Core/TimeDate.cpp Line 340)

Original:

```
#ifdef PLATFORM_POSIX
Time::Time(FilePath 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(FilePath 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

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

Patch applied.

Mirek
