

---

Subject: Docking: Bug Fix:

Posted by [tojocky](#) on Thu, 15 Jul 2010 12:20:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello All,

I tested the Docking package and found a bug when using docking window without child windows.

Need to initialize the property tabcont from class: DockWindow::PosInfo

```
PosInfo() : state(DockCont::STATE_NONE) {tabcont=NULL;}
```

The flat file is attached!

Regards, Ion Lupascu (tojocky)!

---

### File Attachments

1) [Docking.7z](#), downloaded 290 times

---

---

Subject: Re: Docking: Bug Fix:

Posted by [mrjt](#) on Thu, 15 Jul 2010 12:38:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

- I cannot reproduce the bug. Are you sure the bug wasn't caused by serializing (loading) from a file saved with a different configuration?

- The variable tabcont is a Ptr<DockCont> and Ptr<>s initialise themselves to NULL on creation, so I cannot see how that could be the solution to the problem.

---

---

Subject: Re: Docking: Bug Fix:

Posted by [tojocky](#) on Thu, 15 Jul 2010 13:56:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mrjt wrote on Thu, 15 July 2010 15:38- I cannot reproduce the bug. Are you sure the bug wasn't caused by serializing (loading) from a file saved with a different configuration?

- The variable tabcont is a Ptr<DockCont> and Ptr<>s initialise themselves to NULL on creation, so I cannot see how that could be the solution to the problem.

The problem is with destructor. When I close the application then it tries to delete null pointer and prompts "access violation"!

P.S. I didn't load from a file saved with a different configuration.

---

---

Subject: Re: Docking: Bug Fix:

Posted by [mrjt](#) on Thu, 15 Jul 2010 14:23:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I still can't reproduce it.

The problem is:

- The fix you posted should have no effect, since tabcont will already be NULL.
- Calling 'delete' on a NULL pointer is valid in C++ so that should not cause a problem.
- If it's calling a delete on a garbage (wrong/random) pointer I can see how that would be a problem, although being in a Ptr object should protect against that, but in that case your fix also shouldn't make any difference since the garbage must be being assigned after the NULL initialisation.

---

Subject: Re: Docking: Bug Fix:

Posted by [tojocky](#) on Thu, 15 Jul 2010 14:40:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mrjt wrote on Thu, 15 July 2010 17:23 I still can't reproduce it.

The problem is:

- The fix you posted should have no effect, since tabcont will already be NULL.
- Calling 'delete' on a NULL pointer is valid in C++ so that should not cause a problem.
- If it's calling a delete on a garbage (wrong/random) pointer I can see how that would be a problem, although being in a Ptr object should protect against that, but in that case your fix also shouldn't make any difference since the garbage must be being assigned after the NULL initialisation.

Sorry, it seems to be a false alarm.

The problem was:

1. I compiled my package with a old version of Docking
2. I update the old version with new version
3. I DIDN'T FULL REcompile the package.

After change the Docking package seems that Docking and related packages was recompiled!

Sorry for false alarm.

Regards, Ion Lupascu (tojocky).

---