Subject: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mr_ped on Wed, 12 Jan 2011 13:49:04 GMT
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2 fixes included:
1) "Value v = tabs[cross].key;" does crash when cross is outdated (easy to achieve by clicking with mouse on close inactive tabs without movement and fast enough ... active tab will reset cross to -1, so if last tab is active one, no crash occurs)

2) Close(...) should be IMO called *after* registered callbacks

File Attachments
1) TabBar_crashfix.patch, downloaded 708 times

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mr_ped on Wed, 12 Jan 2011 16:23:19 GMT
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Been thinking more about the "cross" value, and IMHO in principle it's cached value.

So whenever it may have changed (mouse move, tab add/remove/scroll/resize(rename)/style change), the cache should be invalidated.

And the TabBar::LeftDown should recalculate it whenever it's invalid directly from "p", if I understand it correctly.

Or how about canceling the cache-way completely, is it really so beneficial? Just using the mouse coords every time and traversing trough active areas definitions. (does look to me "cheap" enough to trade the code complexity for it)

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by unodgs on Wed, 12 Jan 2011 21:36:36 GMT
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Hopefully fixed! Nice one I agree that some optimizations are too aggressive and makes code more complicated. I'll try to simplify this later.

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mirek on Wed, 12 Jan 2011 21:52:13 GMT
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Should I consider this resolved for release?

I mean, we are thinking about doing a release and I do not want any bugs I am aware of in it...

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by unodgs on Thu, 13 Jan 2011 07:44:06 GMT
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mirek wrote on Wed, 12 January 2011 16:52Should I consider this resolved for release?

I mean, we are thinking about doing a release and I do not want any bugs I am aware of in it...
There is a little one bug related to drag and drop. Dragged tab's image is not correct in one rare situation. This is nothing serious, but I'll try to fix it today or tomorrow.

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mr_ped on Thu, 13 Jan 2011 09:03:35 GMT
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Also don't forget about the removal of tab before calling callback. Or did I miss something and don't understand how it should work?

From a quick look into source I would say it's wrong on many places, not just the one I proposed in the patch.

edit: the current SVN looks immune to crash (although I have no idea how you did that with that change you commited .. and I'm not going to look, have plenty of own work ... but it looks completely unrelated on first sight).

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by unodgs on Thu, 13 Jan 2011 10:29:12 GMT
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Yes, I remember about calling Close, I have to think about it. The thing is this code is mostly written by James who based on my QuickTabs and I don't want break something
As for the crash fix - MouseMove was not called which should update cross value, and it was not called because of wrong highlight value. Actually all that happened because of unnecessary optimizations you were talking about (checking if n == highlight).
Thanks again for catching this!

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mirek on Sun, 16 Jan 2011 10:23:14 GMT
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Well, I have another serious issue with TabBar.

I have noticed that changing text editor color in theide/environment sometimes goes awfully wrong.

After a while, I have relized it is caused by

```
void Ide::UpdateFormat(CodeEditor& editor, EditorTabBar& tabs)
{
......
 tabs.Stacking(tabs_stacking);
```

the reason being that Stacking calls SetData, which in turns calls SetCursor, which invokes WhenAction.

Now, WhenAction is fundamentally reserved for situation when widget detects USER action. It should never be invoked by action of code, such as SetData! (That should do Update to signal modified state; it can invoke some other callback like WhenCursor or WhenSel if needed).

Now, should I sort this out? (I guess given we have SetCursor0, it is just matter of some slight refactoring..)

Mirek

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by unodgs on Sun, 16 Jan 2011 17:17:58 GMT
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Quote:Now, should I sort this out?
Sure, thanks in advance

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mirek on Mon, 17 Jan 2011 20:38:22 GMT
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Action issue should be now resolved. WhenAction now invoked only as reaction to MouseDown.

Not sure it is related to TabBar, but I have feeling that TheIDE is now slower when switching files....

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by unodgs on Mon, 17 Jan 2011 21:34:03 GMT
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mirek wrote on Mon, 17 January 2011 15:38Action issue should be now resolved. WhenAction now invoked only as reaction to MouseDown.

Not sure it is related to TabBar, but I have feeling that TheIDE is now slower when switching files....

Interesting, I didn't have that feeling. But who knows.. If I find some free time I'll try to measure file switch with and without tabbar.

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mrjt on Sat, 26 Mar 2011 08:59:09 GMT
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Are there any unresolved TabBar issues you'd like me to look at?

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mirek on Sun, 17 Apr 2011 20:01:52 GMT
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Me: not.

Maybe unodgs?

Subject: Re: TabBar crash fix (very crude one, needs author to rewrite it)
Posted by mr_ped on Mon, 18 Apr 2011 07:47:34 GMT
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TabBar.cpp:1930 :

```
 if (!CancelClose(v) && !CancelCloseSome(Vector<Value>(vv, 0))) {
  Close(ix);
  WhenClose(v);
  WhenCloseSome(vv);
 }
```

(and line 1973)

Shouldn't the WhenClose callbacks be called BEFORE closing the actual tab? Can somebody more experienced with tabs and callbacks check if it's correct now? Doesn't make sense to me, but I never used it, so maybe I'm just missing something obvious.
