Subject: DropList cores on ClearList()
Posted by lundman on Tue, 25 Apr 2006 08:51:02 GMT
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I was hoping I could get some debug insight into a problem I have currently.

We use a DropList, which we populate with about 10 or so items using the droplist.Add(int, String) syntax. I've added a menu option that will call

```
droplist.ClearList();
droplist.Clear();
droplist.Add(5, "item 1");
... more Adds to re-populate list.
```

Initially, this works, ClearList()/Clear() appear ok on an empty Widget. But the second time it will core dump.

If I take out the ClearList() and Clear() calls, it works fine, except of course the DropList item now has duplicated (doubling each time I use the menu option).

I tried to reproduce this in Converter example, but I was unable to make it crash, so I assume it is something silly in my code.

The coredump traceback is rather deep, apologies:

```
#0  0x080fb7ed in Rect_<int>::operator==(Rect_<int> const&) const (
    this=0x6565724a, b=@0xbfbe4d40)
    at /home/lundman/upp/uppsrc/Core/Gtypes.h:513
513  return top == b.top && bottom == b.bottom && left == b.left && right == b.right;
(gdb) bt
#0  0x080fb7ed in Rect_<int>::operator==(Rect_<int> const&) const (
    this=0x6565724a, b=@0xbfbe4d40)
    at /home/lundman/upp/uppsrc/Core/Gtypes.h:513
#1  0x081625c3 in Ctrl::AddScroll(Rect_<int> const&, int, int) ()
#2  0x081629a8 in Ctrl::ScrollView(Rect_<int> const&, int, int) ()
#3  0x080a6e14 in Scroller::Scroll(Ctrl&, Rect_<int> const&, Point_<int>, Size_<int>) ()
#4  0x080b088e in ArrayCtrl::Scroll() ()
#5  0x08075f2c in CallbackMethodAction<ArrayCtrl, void (ArrayCtrl::*)()>::Execute()
(this=0x87ad7b8) at /home/lundman/upp/uppsrc/Core/Cbgen.h:31
#6  0x082cba65 in Callback::Execute() const ()
#7  0x0807608b in Callback::operator()() const (this=0xbfbf6860)
    at /home/lundman/upp/uppsrc/Core/Cbgen.h:63
```

#8 0x080a3eb9 in ScrollBar::Set(int) ()
#9 0x080a485e in ScrollBar::Layout() ()
#10 0x08160dec in Ctrl::SyncLayout(bool) ()
#11 0x08160fa0 in Ctrl::UpdateRect() ()
#12 0x08160ec3 in Ctrl::SetPos0(Ctrl::LogPos, bool) ()
#13 0x0816104d in Ctrl::SetPos(Ctrl::LogPos, bool) ()
#14 0x08161162 in Ctrl::SetFramePos(Ctrl::LogPos) ()
#15 0x08161fff in Ctrl::SetFramePos(Ctrl::Logc, Ctrl::Logc) ()
#16 0x08161370 in Ctrl::SetFrameRect(int, int, int, int) ()
#17 0x08158bcc in LayoutFrameRight(Rect_<int>&, Ctrl*, int) ()
---Type <return> to continue, or q <return> to quit---
#18 0x080a4930 in ScrollBar::FrameLayout(Rect_<int>&) ()
#19 0x08160c57 in Ctrl::SyncLayout(bool) ()
#20 0x08091e33 in Ctrl::RefreshLayout() ()
#21 0x0809193f in Ctrl::RefreshParentLayout() ()
#22 0x0815a450 in Ctrl::Show(bool) ()
#23 0x080a3f55 in ScrollBar::Set(int, int, int) ()
#24 0x080a4027 in ScrollBar::SetTotal(int) ()
#25 0x080af339 in ArrayCtrl::SetSb() ()
#26 0x080b71ce in ArrayCtrl::Clear() ()
#27 0x080c28d0 in DropList::ClearList() ()
#28 0x08065b9f in UFxp::do_SiteWipe() (this=0xbfbe5c40)
    at /home/lundman/upp/MyApps/UFxp/main.cpp:43
#29 0x08060bd1 in Trans::do_SITELIST() (this=0xbfbe60d4)
    at /home/lundman/upp/MyApps/UFxp/Trans.cpp:663
#30 0x08060c15 in Trans::do_SITELISTx() (this=0xbfbe60d4)
    at /home/lundman/upp/MyApps/UFxp/Trans.cpp:671
#31 0x08075ed6 in CallbackMethodAction<Trans, void (Trans::*)()>::Execute() (
    this=0x87c2188) at /home/lundman/upp/uppsrc/Core/Cbgen.h:31
#32 0x082cba65 in Callback::Execute() const ()
#33 0x0807608b in Callback::operator()() const (this=0x87c5f54)
    at /home/lundman/upp/uppsrc/Core/Cbgen.h:63
#34 0x082cbee7 in CallbackForkAction::Execute() ()
#35 0x082cba65 in Callback::Execute() const ()
---Type <return> to continue, or q <return> to quit---
#36 0x0807608b in Callback::operator()() const (this=0x87c3684)
    at /home/lundman/upp/uppsrc/Core/Cbgen.h:63
#37 0x080d1594 in MenuItem::LeftUp(Point_<int>, unsigned) ()
#38 0x08165f7c in Ctrl::MouseEvent(int, Point_<int>, int, unsigned) ()
#39 0x08165cdb in Ctrl::MouseEventH(int, Point_<int>, int, unsigned) ()
#40 0x081667d1 in Ctrl::MEvent0(int, Point_<int>, int) ()
#41 0x081674d8 in Ctrl::DispatchMouseEvent(int, Point_<int>, int) ()
#42 0x081674a0 in Ctrl::DispatchMouseEvent(int, Point_<int>, int) ()
#43 0x081674a0 in Ctrl::DispatchMouseEvent(int, Point_<int>, int) ()
#44 0x081671c8 in Ctrl::DispatchMouse(int, Point_<int>, int) ()
#45 0x08175da5 in Ctrl::EventProc(Ctrl::XWindow&, _XEvent*) ()
#46 0x0817109e in Ctrl::ProcessEvent(_XEvent*) ()
#47 0x0817167b in Ctrl::EventLoop(Ctrl*) ()

#48 0x0816e3f9 in TopWindow::Run(bool) ()
#49 0x080712a9 in GuiMainFn_() ()
    at /home/lundman/upp/MyApps/UFxp/main.cpp:1089
#50 0x08071204 in main (argc=1, argv=0xbfbfea18, envptr=0xbfbfea20)
    at /home/lundman/upp/MyApps/UFxp/main.cpp:1083
#51 0x08048166 in ___start ()

Subject: Re: DropList cores on ClearList()
Posted by mirek on Tue, 25 Apr 2006 08:58:25 GMT
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From the stacktrace it looks like some very specific case.

Would you mind posting the whole package here?

Mirek

Subject: Re: DropList cores on ClearList()
Posted by lundman on Tue, 25 Apr 2006 09:37:11 GMT
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The project has become somewhat large now, but its all in CVS if you really are keen.

I can add more curiosities.

When the Droplist is loaded, I set it to the value it was selected as last time (saved on disk) using plain "=" overloaded.

If I do not touch the Droplist, it works. Including refreshing multiple times.

If I open the droplist, and select something, including the item already selected, then refreshing will core as shown.

But no amount of trying to Focus on something else will stop it from crashing once I have picked something.

Subject: Re: DropList cores on ClearList()
Posted by mirek on Tue, 25 Apr 2006 09:59:28 GMT
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lundman wrote on Tue, 25 April 2006 05:37
The project has become somewhat large now, but its all in CVS if you really are keen.

I can add more curiosities.

When the Droplist is loaded, I set it to the value it was selected as last time (saved on disk) using plain "=" overloaded.

If I do not touch the Droplist, it works. Including refreshing multiple times.

If I open the droplist, and select something, including the item already selected, then refreshing will core as shown.

But no amount of trying to Focus on something else will stop it from crashing once I have picked something.

Actually, are not you doing those ClearList and Clear from inside of DropList WhenAction?

Mirek

Subject: Re: DropList cores on ClearList()
Posted by lundman on Tue, 25 Apr 2006 10:48:03 GMT
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Nope, nothing so unusual.. No .When* used at all.

grep sitelist will show only calls to:

ClearList
Clear
Add
GetCount
GetValue
GetKey

Subject: Re: DropList cores on ClearList()
Posted by mirek on Tue, 25 Apr 2006 11:41:40 GMT
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Well, this is not enough info to get it resolved....

Would it at least be possible to post UFxp and Trans classes related files (.h + .cpp)?

Just zip them and post here...

Mirek

Subject: Re: DropList cores on ClearList()
Posted by lundman on Tue, 25 Apr 2006 13:12:55 GMT
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cvs -d ":pserver:anoncvs@lundman.net:/home/cvsroot" login
"anoncvs"

cvs -d ":pserver:anoncvs@lundman.net:/home/cvsroot" co UFxp

However, debugging by commenting crap out, I have tracked it down.

If in my reply to SITELIST, I simply Droplist.Add() it works, ie, commenting out my dreadful attempt to sort the Droplist.

If I put this code in, it will die:

```
    if (data.Has("END")) {
        // Sort list, then populate gui
        // Create a map between names and siteid
        VectorMap <String,int> namelist;
        Dict *tmp;

        for (int i=0; i < sitelist.GetCount(); i++) {
            tmp = &sitelist[i];
            namelist.Add(tmp->Get("NAME"), atoi(tmp->Get("SITEID")));
        }

        // Sort said map based on name
        Vector<int> o = GetSortOrder(namelist.GetKeys());

        // Look up name/id based on sorted order. This could use "namelist" ins\
tead
```

```
        // of sitelist though.
        for(int i = 0; i < o.GetCount(); i++)
            gui->do_SiteAdd(atoi(sitelist[o[i]].Get("SITEID")), sitelist[o[i]].\
Get("NAME"));

        // Tell GUI the end is reached.
        gui->do_SiteAdd(-1, "");
        return;
    }
```

Most likely because the Strings given are on the local stack.

Subject: Re: DropList cores on ClearList()
Posted by mirek on Tue, 25 Apr 2006 20:57:42 GMT
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Accidentally, I think I have found it - when fixing completely unrelated stuff. At least the stack backtrace looks almost the same.

To fix it, add

top = NULL

at the end of WndDestroy functions (around line 382 of CtrlCore/X11Wnd.cpp) (before ending brace).

(Fix will be in the next release too).

Mirek

Subject: Re: DropList cores on ClearList()
Posted by lundman on Wed, 26 Apr 2006 00:15:18 GMT
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That works beautifully. Thanks.
