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Subject: [bug report] EditField::StdBar Undo menu not checked and EditField::RightDown is reentrant

Posted by [jinshiyi11](#) on Fri, 14 Sep 2012 06:56:33 GMT

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1.I think Undo menu should be disabled when EditField is readonly.

```
menu.Add(t_("Undo"), THISBACK(Undo))
    .Key(K_ALT_BACKSPACE)
    .Key(K_CTRL_Z);
```

So I change it to

```
menu.Add(IsEditable(),t_("Undo"), THISBACK(Undo))
    .Key(K_ALT_BACKSPACE)
    .Key(K_CTRL_Z);
```

2.When I repeat right click EditField,the EditField::RightDown method is reentrant.The stack likes the following:

When I close the parent window,it may crash at the next code line.(It's easy to reproduce it in my project)

In the Upp's help document,"About modal loops and periodic timer events" has talked about this.I think EditField::RightDown should be protected.

### File Attachments

1) [reentrant.png](#), downloaded 692 times

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Subject: Re: [bug report] EditField::StdBar Undo menu not checked and EditField::RightDown is reentrant

Posted by [mirek](#) on Sun, 16 Sep 2012 18:59:06 GMT

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jinshiyi11 wrote on Fri, 14 September 2012 02:56:1.I think Undo menu should be disabled when EditField is readonly.

Applied.

Quote:

2.When I repeat right click EditField,the EditField::RightDown method is reentrant.The stack likes the following:

When I close the parent window, it may crash at the next code line. (It's easy to reproduce it in my project)

In the Upp's help document, "About modal loops and periodic timer events" has talked about this. I think `EditField::RightDown` should be protected.

Changed to

```
void EditField::RightDown(Point p, dword keyflags)
{
    keep_selection = true;
    Ptr<EditField> self = this;
    MenuBar::Execute(WhenBar);
    if(self) { // protect from destruction when in menu modal loop
        SetFocus();
        keep_selection = false;
    }
}
```

I hope it helps (would worth checking for other occurrences of `MenuBar::Execute` as well).

Mirek

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Subject: Re: [bug report] `EditField::StdBar` Undo menu not checked and `EditField::RightDown` is reentrant

Posted by [mirek](#) on Mon, 17 Sep 2012 09:10:57 GMT

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I have now also altered `MenuBar::Execute` to allow only single local menu nesting, which means second right-click just closes the menu. (In fact, it makes previous change in `EditField::RightDown` unnecessary, but let us keep it there...)

Mirek

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