
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 751 times

EditTest.exe!Upp::EditField::RightDown(Upp::Point_<int> p={...}, unsigned long	C++
EditTest.exe!Upp::Ctrl::MouseEvent(int event=130, Upp::Point_<int> p={...}, in	C++
EditTest.exe!Upp::Ctrl::MouseEventH(int event=130, Upp::Point_<int> p={...},	C++
EditTest.exe!Upp::Ctrl::MEvent0(int e=130, Upp::Point_<int> p={...}, int zd=0)	C++
EditTest.exe!Upp::Ctrl::DispatchMouseEvent(int e=130, Upp::Point_<int> p={...	C++
EditTest.exe!Upp::Ctrl::DispatchMouseEvent(int e=130, Upp::Point_<int> p={...	C++
EditTest.exe!Upp::Ctrl::DispatchMouse(int e=130, Upp::Point_<int> p={...}, int	C++
EditTest.exe!Upp::Ctrl::DoMouse(int e=130, Upp::Point_<int> p={...}, int zd=0)	C++
EditTest.exe!Upp::Ctrl::WindowProc(unsigned int message=516, unsigned int wP	C++
EditTest.exe!Upp::TopWindow::WindowProc(unsigned int message=516, unsigne	C++
EditTest.exe!Upp::Ctrl::WndProc(HWND__ * hWnd=0x00560fae, unsigned int me	C++
user32.dll!77d18734()	
[Frames below may be incorrect and/or missing, no symbols loaded for user32.dll]	
user32.dll!77d18816()	
user32.dll!77d189cd()	
user32.dll!77d19402()	
user32.dll!77d18a10()	
EditTest.exe!Upp::Ctrl::sProcessMSG(tagMSG & msg={...}) Line 737	C++
EditTest.exe!Upp::Ctrl::ProcessEvent(bool * quit=0x0012ba66) Line 761 + 0x9 b	C++
EditTest.exe!Upp::Ctrl::ProcessEvents(bool * quit=0x0012ba66) Line 774 + 0x9	C++
EditTest.exe!Upp::Ctrl::EventLoop0(Upp::Ctrl * ctrl=0x0012bb28) Line 806 + 0x	C++
EditTest.exe!Upp::CallbackActionCallArg<void (__cdecl*)(Upp::Ctrl *),Upp::Ctrl *	C++
EditTest.exe!Upp::Callback::Execute() Line 12	C++
EditTest.exe!Upp::Callback::operator>() Line 63 + 0xf bytes	C++
EditTest.exe!Upp::Ctrl::Call(Upp::Callback cb={...}) Line 93	C++
EditTest.exe!Upp::Ctrl::EventLoop(Upp::Ctrl * ctrl=0x0012bb28) Line 199 + 0x2	C++
EditTest.exe!Upp::MenuBar::Execute(Upp::Ctrl * owner=0x0012fc88, Upp::Point	C++
EditTest.exe!Upp::MenuBar::Execute(Upp::Ctrl * owner=0x0012fc88, Upp::Callb	C++
EditTest.exe!Upp::MenuBar::Execute(Upp::Callback1 <Upp::Bar &> proc={...}, L	C++
EditTest.exe!Upp::MenuBar::Execute(Upp::Callback1 <Upp::Bar &> proc={...}) L	C++
EditTest.exe!Upp::EditField::RightDown(Upp::Point_<int> p={...}, unsigned long	C++
EditTest.exe!Upp::Ctrl::MouseEvent(int event=130, Upp::Point_<int> p={...}, in	C++
EditTest.exe!Upp::Ctrl::MouseEventH(int event=130, Upp::Point_<int> p={...},	C++
EditTest.exe!Upp::Ctrl::MEvent0(int e=130, Upp::Point_<int> p={...}, int zd=0)	C++
EditTest.exe!Upp::Ctrl::DispatchMouseEvent(int e=130, Upp::Point_<int> p={...	C++
EditTest.exe!Upp::Ctrl::DispatchMouseEvent(int e=130, Upp::Point_<int> p={...	C++
EditTest.exe!Upp::Ctrl::DispatchMouse(int e=130, Upp::Point_<int> p={...}, int	C++
EditTest.exe!Upp::Ctrl::DoMouse(int e=130, Upp::Point_<int> p={...}, int zd=0)	C++
EditTest.exe!Upp::Ctrl::WindowProc(unsigned int message=516, unsigned int wP	C++
EditTest.exe!Upp::TopWindow::WindowProc(unsigned int message=516, unsigne	C++
EditTest.exe!Upp::Ctrl::WndProc(HWND__ * hWnd=0x00560fae, unsigned int me	C++
user32.dll!77d18734()	
user32.dll!77d18816()	
user32.dll!77d189cd()	
user32.dll!77d19402()	

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. 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 looks 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

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
