
Subject: Witz and Skylark weird behaviour (possibly a bug)

Posted by [Peter](#) on Fri, 21 Dec 2012 14:12:38 GMT

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Hello.

Let's start with the code:

main.cpp:

```
#include <Skylark/Skylark.h>
```

```
using namespace Upp;
```

```
SKYLARK(HomePage, "")
{
    ValueMap lng;
    lng.Add(LNG_('P','L','P','L'), "Polish");
    lng.Add(LNG_('E','N','U','S'), "English");
    http("LNG_LIST", lng).RenderResult("Skylark_Bug/page");
}
```

```
SKYLARK(CatchAll, "**")
{
    http.Redirect(HomePage);
}
```

```
struct MyApp : SkylarkApp {
```

```
    MyApp() {
        #ifdef _DEBUG
        prefork = 0;
        use_caching = false;
        #endif
    }
};
```

```
CONSOLE_APP_MAIN
{
    #ifdef _DEBUG
    StdLogSetup(LOG_FILE|LOG_COUT);
    Ini::skylark_log = true;
    #endif
    MyApp().Run();
}
```

page.witz:

```
<html>
<body>

<form action=$ACTION method="post" accept-charset="utf-8" enctype="multipart/form-data">
  $post_identity()
  <select name="language">
    $for(i in LNG_LIST)
    <option value="">$i</option>
  $/
  </select>
</form>

</body>
</html>
```

When I compile the above code, run the application and go to its root page, I should see a menu from which I can choose one of two languages. What I see instead is some random ID string as both menu options. However, when I refresh the page, it suddenly displays menu contents correctly (see the attached files [wrong.html](#) and [correct.html](#) for reference).

If I change `<option value="">` to `<option value="$i._key">` and try to display the page for the first time, the whole application crashes due to a segmentation fault.

I investigated the problem and I know it's caused by `"$post_identity()"` in `page.witz` (that's where the random ID comes from).

Why are the page contents wrong the first time it's displayed (a value from a hidden field overrides both valid values from `ValueMap`) and why are the correct values displayed after reloading the page? Finally, why does a reference to `i._key` in `page.witz` cause a crash? I imagine why it can happen - I'm trying to retrieve the key of a random ID which is not an element of my `ValueMap`, but is this the expected behaviour? Shouldn't it evaluate to null, empty string etc. instead of causing a segmentation fault?

Is it a problem with Witz or Skylark or both?

Best regards

Peter

File Attachments

- 1) [wrong.html](#), downloaded 386 times
 - 2) [correct.html](#), downloaded 381 times
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Subject: Re: Witz and Skylark weird behaviour (possibly a bug)

Posted by [mirek](#) on Fri, 21 Dec 2012 15:46:24 GMT

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Reproduced & fixed (stupid bug: `const char *id; id = '.' + id;`).

Sorry about that, Skylark is still maturing...

Mirek
