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 Ing;
Ing.Add(LNG_('P','L','P','L'), "Polish");
Ing.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();
```

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 370 times
- 2) correct.html, downloaded 365 times

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