
Subject: Thelde crashes when there is an error in translation file

Posted by [Zbych](#) on Fri, 03 May 2013 14:55:10 GMT

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Hi,

Thelde crashes when there is an error in translation file in the main package (e.g. it contains empty source string T_(""))

SyncT function adds index to mainsT even if nothing is added to tfile.

```
for(int iFile = 0; iFile < pk.file.GetCount(); iFile++) {
    String file = SourcePath(n, pk.file[iFile]);
    String ext = GetFileExt(file);
    if(ext == ".t" || ext == ".jt") {
        VectorMap<String, LngEntry> tmap(pmap, 0);
        if(LngParseTFile(file, tmap)) {
            TFile& tf = tfile.Add();
            tf.java = (ext == ".jt");
            tf.package = n;
            tf.file = pk.file[iFile];
            tf.map = tmap;
            tf.MakeLS();
        }
        // mark that we've found a local translation file
        localT = true;

        // store index of main package translation(s) file(s)

        //ERROR
        if(iPackage == 0)
            mainsT.Add(tfile.GetCount() - 1);
    }
}
```

I guess that it should look like this:

```
for(int iFile = 0; iFile < pk.file.GetCount(); iFile++) {
    String file = SourcePath(n, pk.file[iFile]);
    String ext = GetFileExt(file);
    if(ext == ".t" || ext == ".jt") {
        VectorMap<String, LngEntry> tmap(pmap, 0);
        if(LngParseTFile(file, tmap)) {
            TFile& tf = tfile.Add();
            tf.java = (ext == ".jt");
            tf.package = n;
            tf.file = pk.file[iFile];
```

```
tf.map = tmap;
tf.MakeLS();

// mark that we've found a local translation file
localT = true;

// store index of main package translation(s) file(s)
if(iPackage == 0)
    mainsT.Add(tfile.GetCount() - 1);
}
}
}
```

Subject: Re: Thelde crashes when there is an error in translation file
Posted by [mirek](#) on Sun, 26 May 2013 18:26:38 GMT
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Thanks, patch applied.

Mirek
