
Subject: AddColumn(0, ...) crashes
Posted by [koldo](#) on Mon, 18 Nov 2013 14:57:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello unodgs

Now calling GridCtrl::AddColumn(const char *name, int size, bool idx) with name = 0 will crash the program as it calls ToLower(name).

The reason is that AddColumn() calls ToLower(), that calls FromUtf8(), that calls utf8len(), that calls strlen, and strlen(NULL) raises an exception.

Could you prevent it?

It is added in Redmine here.

Subject: Re: AddColumn(0, ...) crashes
Posted by [nixnixnix](#) on Mon, 16 Dec 2013 04:18:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes this affects me too. Will need to work around it for now. Important lesson for me not to update to the latest nightly build if you're about to do a training session or public demo

Nick

Subject: Re: AddColumn(0, ...) crashes
Posted by [unodgs](#) on Mon, 16 Dec 2013 10:38:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sorry for that I'm gonna fix it soon

Subject: Re: AddColumn(0, ...) crashes
Posted by [koldo](#) on Mon, 16 Dec 2013 13:56:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Daniel

Please check Redmine entry. It add details. For example it affects to InsertColumn() too.

Subject: Re: AddColumn(0, ...) crashes
Posted by [Klugier](#) on Mon, 16 Dec 2013 22:57:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Daniel,

It seems that GridCtrl doesn't work at all in latest up versions.

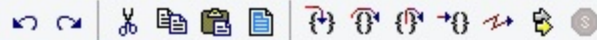
I enclose exemplary screenshot. Perhaps it would help.

Sincerely,
Klugier

File Attachments

1) [GridCtrlStopWorking.jpg](#), downloaded 536 times

File Edit Project Build Debug Assist Setup



GridCtrlTest

- Core
- CtrlCore
- CtrlLib
- Draw
- GridCtrl
- PdfDraw
- RichText
- Sql
- plugin/bmp
- plugin/png
- plugin/z
- <prj-aux>
- <ide-aux>
- <temp-aux>
- <meta>

# Core.h	Log.cpp
# config.h	Debug.cpp
# Defs.h	Util.h
Cpu.cpp	Ini.cpp
Mt.h	Util.cpp
Mt.cpp	mathutil.cpp
OL_Set.cpp	Random.cpp
# Global.h	# LocalProcess.h
# HeapImp.h	LocalProcess.cpp
heaputil.cpp	Containers
sheap.cpp	# Algo.h
lheap.cpp	# Topt.h
heap.cpp	# Vcont.h
heapdbg.cpp	# BiCont.h
# String.h	# Vcont.hpp
# AString.hpp	Vcont.cpp
String.cpp	# Index.h
WString.cpp	# Map.h
StrUtil.cpp	# Index.hpp
CharSet.i	Hash.cpp
# CharSet.h	# InVector.h
CharSet.cpp	# InVector.hpp
Bom.cpp	# Tuple.h
Kernel32W.dli	# Other.h
Mpr32W.dli	Concretes
# Path.h	# Cbgen.h
Path.cpp	# Callback0.h
NetNode.cpp	# Callback1.h
# App.h	# Callback2.h
App.cpp	# Callback3.h
# Stream.h	# Callback4.h
Stream.cpp	# Callback.h
BlockStream.cpp	Callback.cpp
# FilterStream.h	# TimeDate.h
FilterStream.cpp	TimeDate.cpp

GridCtrlTest.h CharSet.cpp GridCtrl.cpp Util.cpp

```

2458 {
2459     return ToUtf8(&code, 1);
2460 }
2461
2462 String ToUtf8(const WString& w)
2463 {
2464     return ToUtf8(w, w.GetLength());
2465 }
2466
2467 String ToUtf8(const wchar *s)
2468 {
2469     return ToUtf8(s, wcslen(s));
2470 }
2471
2472 bool CheckUtf8(const String& src)
2473 {
2474     return utf8check(~src, src.GetLength());
2475 }
2476
2477 WString FromUtf8(const char *s)
2478 {
2479     return FromUtf8(s, (int)strlen(s));
2480 }
2481
2482 WString FromUtf8(const String& s)
2483 {
2484     return FromUtf8(s, s.GetLength());
2485 }
2486
2487 #ifdef flagSO
2488 bool IsLetter(int c)           { return (dword)c < 2; }
2489 bool IsUpper(int c)           { return (dword)c < 2; }
2490 bool IsLower(int c)          { return (dword)c < 2; }
2491 int ToUpper(int c)           { return (dword)c < 2; }
2492 int ToLower(int c)           { return (dword)c < 2; }
2493 int ToAscii(int c)           { return (dword)c < 2; }
2494 #endif // #ifdef flagSO
2495
2496 void ToUpper(wchar *t, const wchar *s, int len)
2497 {
2498     const wchar *lim = s + len;
2499     while(s < lim)
2500         *t++ = ToUpper(*s++);
2501 }
2502
2503 void ToLower(wchar *t, const wchar *s, int len)

```

Autos Locals Watches Explorer Memory 0x81c

s 0??

Subject: Re: AddColumn(0, ...) crashes
Posted by [nixnixnix](#) on Mon, 16 Dec 2013 23:11:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hi Klugier,

I think that is a gross overstatement. Perhaps it would be better to just list in what way you have found it not to work.

I am using GridCtrl and beyond the OP bug everything seems fine and I use it in many different ways.

I know that if I was Daniel "doesn't work at all" would make steam come out of my ears.

Cheers,

Nick

Subject: Re: AddColumn(0, ...) crashes
Posted by [koldo](#) on Tue, 17 Dec 2013 08:52:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Klugier

From you screenshot I infer that you have the AddColumn problem.

A simple solution is:

- GridCtrl.cpp, line 1789, to replace
`aliases.Add(ToLower(name), ib.id);` with
`aliases.Add(name ? ToLower(name) : "", ib.id);`
- GridCtrl.cpp, line 1700, to replace
`aliases.Add(ToLower(name), id);` with
`aliases.Add(name ? ToLower(name) : "", id);`

This problem was reported some weeks ago. I would like to see it solved before, mainly because the problem was clearly defined from the beginning.

Subject: Re: AddColumn(0, ...) crashes
Posted by [Klugier](#) on Tue, 17 Dec 2013 12:38:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Koldo,

Your solution works perfectly. Thank you!

Sincerely,

Klugier

Subject: Re: AddColumn(0, ...) crashes
Posted by [koldo](#) on Wed, 18 Dec 2013 08:07:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: AddColumn(0, ...) crashes
Posted by [koldo](#) on Thu, 19 Dec 2013 07:29:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello

Mirek has solved this in a simple and consequent way, that is to forgive the using of NULL char *. This makes sense in C because for example strlen(NULL) is not permitted.

Now const char *name = NULL is replaced with const char *name = "".

If in your program you do not do things like grid.AddColumn(NULL) you will not have to change anything.

Subject: Re: AddColumn(0, ...) crashes
Posted by [nixnixnix](#) on Thu, 19 Dec 2013 07:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

So what do you have to do if you do use AddColumn(NULL) ?

Subject: Re: AddColumn(0, ...) crashes
Posted by [koldo](#) on Fri, 20 Dec 2013 08:06:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hello Nick

The compiler will complain and you should have to substitute it with AddColumn() or AddColumn("").

Subject: Re: AddColumn(0, ...) crashes
Posted by [koldo](#) on Wed, 08 Jan 2014 10:07:15 GMT

Fixes to be uploaded today:

GridCtrl.h, line 790

```
ItemRect& DoAvg(const char *s = "")      { sop = SOP_AVG; sopfrm = s; return *this; }
ItemRect& DoSum(const char *s = "")      { sop = SOP_SUM; sopfrm = s; return *this; }
ItemRect& DoMin(const char *s = "")      { sop = SOP_MIN; sopfrm = s; return *this; }
ItemRect& DoMax(const char *s = "")      { sop = SOP_MAX; sopfrm = s; return *this; }
ItemRect& DoCount(const char *s = "")    { sop = SOP_CNT; sopfrm = s; return *this; }
```

GridCtrl.h, line 1247

```
AddColumn("", 0, true)
```

GridCtrl.cpp, line 1868

```
AddColumn("", size, false);
```

DropGrid.h, line 129

```
GridCtrl::ItemRect& AddIndex(const char *name = "");
```
