Subject: AddColumn(0, ...) crashes
Posted by koldo on Mon, 18 Nov 2013 14:57:35 GMT
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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
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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
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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
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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
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Hello Daniel,

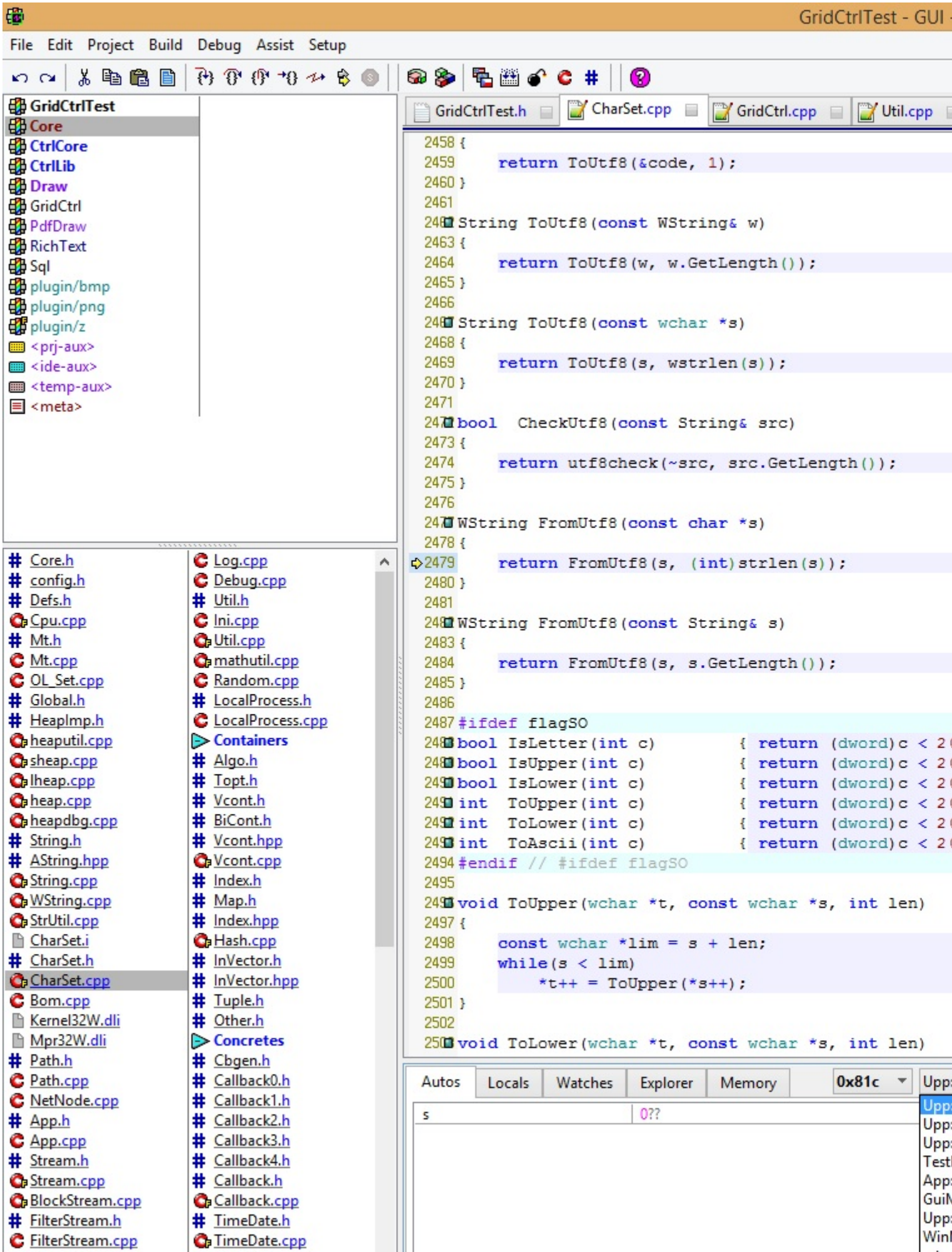
It seems that GridCtrl doesn't work at all in latest upp versions.

I enclose exemplary screenshot. Perhaps it would help.

Sincerely,
Klugier

File Attachments

1) GridCtrlStopWorking.jpg, downloaded 971 times


GridCtrlTest - GUI
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
config.h
Defs.h
Cpu.cpp
Mt.h
Mt.cpp
OL_Set.cpp
Global.h
HeapImp.h
heaputil.cpp
sheap.cpp
lheap.cpp
heap.cpp
heapdbg.cpp
String.h
AString.hpp
String.cpp
WString.cpp
StrUtil.cpp
CharSet.i
CharSet.h
CharSet.cpp
Bom.cpp
Kernel32W.dli
Mpr32W.dli
Path.h
Path.cpp
NetNode.cpp
App.h
App.cpp
Stream.h
Stream.cpp
BlockStream.cpp
FilterStream.h
FilterStream.cpp
Log.cpp
Debug.cpp
Util.h
Ini.cpp
Util.cpp
mathutil.cpp
Random.cpp
LocalProcess.h
LocalProcess.cpp
Containers
Algo.h
Topt.h
Vcont.h
BiCont.h
Vcont.hpp
Vcont.cpp
Index.h
Map.h
Index.hpp
Hash.cpp
InVector.h
InVector.hpp
Tuple.h
Other.h
Concretes
Cbgen.h
Callback0.h
Callback1.h
Callback2.h
Callback3.h
Callback4.h
Callback.h
Callback.cpp
TimeDate.h
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, wstrlen(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
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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
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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
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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
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Subject: Re: AddColumn(0, ...) crashes
Posted by koldo on Thu, 19 Dec 2013 07:29:36 GMT
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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
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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
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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 = "");
```