
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 up versions.

I enclose exemplary screenshot. Perhaps it would help.

Sincerely,
Klugier

File Attachments

1) [GridCtrlStopWorking.jpg](#), downloaded 153 times

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

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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 = "");
```
