Subject: [BUG] wParam casting in Ctrl::sProcessMSG
Posted by Zbych on Thu, 28 Nov 2013 07:55:46 GMT
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Hi,

There should be one more (or one less) casting of msg.wParam to int in Ctrl::sProcessMSG.
Right now when msg.wParam is bigger than 0x80000000, upp application crashes.

Version1:

```
void Ctrl::sProcessMSG(MSG& msg)
{
 if (msg.message == WM_HOTKEY) {
  if((int)msg.wParam >= 0 && (int)msg.wParam < Ctrl::hotkey.GetCount())
                //^^^^^^^^^^
   Ctrl::hotkey[(int)msg.wParam]();
  return;
 }
```

Version2:

```
void Ctrl::sProcessMSG(MSG& msg)
{
 if (msg.message == WM_HOTKEY) {
  if(msg.wParam < (unsigned)Ctrl::hotkey.GetCount())
                //^^^^^^^^^^
   Ctrl::hotkey[(int)msg.wParam]();
  return;
 }
```

Subject: Re: [BUG] wParam casting in Ctrl::sProcessMSG
Posted by mirek on Fri, 29 Nov 2013 08:05:28 GMT
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Applied, thanks!

Mirek