Subject: Uninitialized variables in the file ScatterDraw.cpp will cause crash (Using Visual Studio 2013)

Posted by kasome on Sat, 30 Jan 2016 09:53:19 GMT

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Uninitialized variables in the file ScatterDraw.cpp will cause crash (Using Visual Studio 2013)

In the file ScatterDraw.cpp, the following function
void ScatterDraw::DrawLegend(Draw& w, const Size &size, int scale) const {
int plotLeft, plotTop, rectWidth, rectHeight; // uninitialized variables
int left = plotLeft + legendPos.x*scale; // will cause crash here
}
just make sure the variables has been initialized before using it, that should fix the problem, i.e.
int plotLeft = 0, plotTop = 0, rectWidth = 0, rectHeight = 0;
the patched file and the original file will upload as the attachment file, please update. :d
File Attachments
1) ScatterDraw.zip, downloaded 314 times

Subject: Re: Uninitialized variables in the file ScatterDraw.cpp will cause crash (Using Visual Studio 2013)

Posted by koldo on Mon, Ó1 Feb 2016 07:11:11 GMT

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Thanks. Fixed.