
Subject: BUG? in TxtPaint.cpp

Posted by [borbek](#) on Wed, 27 Jul 2016 08:27:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

in the following line (index parti eq part.GetCount):

```
void RichTxt::GatherValPos(Vector<RichValPos>& f, RichContext rc, int pos, int type) const
{
    int parti = 0;
    while(parti < part.GetCount()) {
        RichContext begin;
        Advance(parti++, rc, begin);
        -----> if(part[parti].Is<RichTable>())
            GetTable(parti).GatherValPos(f, begin, pos, type);
        else {
            int nbefore = 0;
            int nline = 0;
            const Para& p = part[parti].Get<Para>();
            if(p.haspos)
                if(type == LABELS)
                    Get(parti, *begin.styles, true).GatherLabels(f, begin.page, begin.py, pos);
                else
                    Get(parti, *begin.styles, true).GatherIndexes(f, begin.page, begin.py, pos);
        }
        pos += GetPartLength(parti) + 1;
    }
}
```

change:

```
while(parti < part.GetCount()) {
    on
    while(parti < part.GetCount()-1) {
```

bug fixes, but I do not know how it will affect the work of the rest of the code ...

Subject: Re: BUG? in TxtPaint.cpp

Posted by [koldo](#) on Thu, 28 Jul 2016 06:39:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes. That line crashes my applications.

Look at this:

```
void RichTxt::GatherValPos(Vector<RichValPos>& f, RichContext rc, int pos, int type) const
```

```

{
int parti = 0;
while(parti < part.GetCount()) {      <-- This checks parti is in part[] scope
RichContext begin;
Advance(parti++, rc, begin);      <-- parti is incremented
if(part[parti].Is<RichTable>()) <-- parti == part.GetCount() ERROR!
GetTable(parti).GatherValPos(f, begin, pos, type);
else {
int nbefore = 0;
int nline = 0;
const Para& p = part[parti].Get<Para>();
if(p.haspos)
if(type == LABELS)
Get(parti, *begin.styles, true).GatherLabels(f, begin.page, begin.py, pos);
else
Get(parti, *begin.styles, true).GatherIndexes(f, begin.page, begin.py, pos);
}
pos += GetPartLength(parti) + 1;
}
}
}

```

Maybe this could be better:

```

void RichTxt::GatherValPos(Vector<RichValPos>& f, RichContext rc, int pos, int type) const
{
int parti = 0;
while(parti < part.GetCount()) {
RichContext begin;
Advance(parti, rc, begin);      <-- parti is not incremented here
if(part[parti].Is<RichTable>())
GetTable(parti).GatherValPos(f, begin, pos, type);
else {
int nbefore = 0;
int nline = 0;
const Para& p = part[parti].Get<Para>();
if(p.haspos)
if(type == LABELS)
Get(parti, *begin.styles, true).GatherLabels(f, begin.page, begin.py, pos);
else
Get(parti, *begin.styles, true).GatherIndexes(f, begin.page, begin.py, pos);
}
pos += GetPartLength(parti) + 1;
parti++;      <-- parti is incremented here
}
}
}

```

Subject: Re: BUG? in TxtPaint.cpp

Posted by [borbek](#) on Thu, 28 Jul 2016 08:42:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

This code crash, for ex, on "Used packages->Core->Documents->Standard Ultimate++ packages". Perhaps 'parti' should be increased after 'Advance()'.

The following code works correctly:

```
void RichTxt::GatherValPos(Vector<RichValPos>& f, RichContext rc, int pos, int type) const
{
    int parti = 0;
    while(parti < part.GetCount()-1) { <-----
        RichContext begin;
        Advance(parti++, rc, begin);
        if(part[parti].Is<RichTable>())
            GetTable(parti).GatherValPos(f, begin, pos, type);
        else {
            int nbefore = 0;
            int nline = 0;
            const Para& p = part[parti].Get<Para>();
            if(p.haspos)
                if(type == LABELS)
                    Get(parti, *begin.styles, true).GatherLabels(f, begin.page, begin.py, pos);
                else
                    Get(parti, *begin.styles, true).GatherIndexes(f, begin.page, begin.py, pos);
        }
        pos += GetPartLength(parti) + 1;
    }
}
```

Subject: Re: BUG? in TxtPaint.cpp

Posted by [mirek](#) on Sun, 31 Jul 2016 07:34:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

Should be now fixed.

Mirek

Subject: Re: BUG? in TxtPaint.cpp

Posted by [koldo](#) on Sun, 31 Jul 2016 19:11:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Perfect. Thank you!
