

U++ - Bug #1886

Opening recursive call stack after crash (recursion limit) leads to IDE not response problem

06/27/2018 10:44 PM - Zbigniew Rebacz

Status:	Approved	Start date:	06/27/2018
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:	Release 2019.1 - NTH	Spent time:	0.00 hour
Description			
Tested with GDB.			

History

#1 - 06/28/2018 10:10 PM - Zbigniew Rebacz

- Status changed from New to Patch ready

The following fix should solve the problem (ide/Debuggers/Gdb.cpp):

```
void Gdb::DropFrames()
{
    const int max_stack_trace_size = 200;

    int i = 0;
    int q = ~frame;
    frame.Clear();
    while(i < max_stack_trace_size) {
        String s = FormatFrame(FastCmd(Sprintf("frame %d", i)));
        if(!IsNull(s)) {
            break;
        }
        frame.Add(i++, s);
    }
    frame <<= q;
}
```

Test case:

```
#include <Core/Core.h>

using namespace Upp;

void fun(int i) {
    fun(--i);
}

CONSOLE_APP_MAIN
{
    fun(1);
}
```

}

#2 - 06/29/2018 10:20 PM - Zbigniew Rebacz

- *Status changed from Patch ready to Ready for QA*

#3 - 06/29/2018 10:21 PM - Zbigniew Rebacz

Please review following code: <https://github.com/ultimatepp/mirror/commit/49b14b2cf56e8b29811b9ec768521f84117531af>

#4 - 09/21/2018 09:46 AM - Miroslav Fidler

- *Status changed from Ready for QA to Approved*