

U++ - Bug #577

Prevent AddColumn(0, ...)

11/18/2013 03:56 PM - Iñaki Zabala

Status:	Approved	Start date:	11/18/2013
Priority:	Immediate	Due date:	
Assignee:	Iñaki Zabala	% Done:	0%
Category:	GridCtrl	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
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 FromUtf8(), that calls utf8len(), that calls strlen, and strlen(NULL) raises an exception.			

History

#1 - 11/19/2013 12:14 PM - Miroslav Fidler

I think this is expected behaviour. You should not pass NULL anywhere where data are expected. That is why C-library functions crash on this too.

I agree that we have an exception to the rule with String (String(NULL) is empty string). Perhaps it was a mistake...

#2 - 12/13/2013 01:04 PM - Iñaki Zabala

Hello Mirek

GridCtrl now accepts AddColumn() with char *name = NULL in other places like:

```
-
GridCtrl::ItemRect& GridCtrl::AddColumn(const Id id, const char *name, int size, bool idx)
{
    return AddColumn(name ? name : (const char *) ~id, size, idx).Alias(id);
}

-
void GridCtrl::SetColCount(int n, int size)
{
    Reset();
    for(int i = 0; i < n; i++)
        AddColumn(NULL, size, false);
}

-
ItemRect& InsertColumn(int pos, const char *name = NULL, int size = -1, bool idx = false);
ItemRect& AddColumn(const Id id, const char *name = NULL, int size = -1, bool idx = false);
ItemRect& AddColumn(const char *name = NULL, int size = -1, bool idx = false);
```

This problem happens not only in AddColumn() but in InsertColumn(), that has another ToLower(name).

#3 - 12/17/2013 12:23 AM - Zbigniew Rebacz

- Category set to GridCtrl

I think we should fast fix this issue, because now GridCtrl is useless. I cannot run any of my programs that use GridCtrl :(

#4 - 12/18/2013 09:18 AM - Iñaki Zabala

Today GridCtrl is still broken.

Sorry for this statement but, this code should be fixed today. No excuses.

#5 - 12/18/2013 07:01 PM - Miroslav Fidler

- Status changed from New to Ready for QA

- Assignee changed from Daniel Kos to Iñaki Zabala

Fixed in the most trivial way (= ""), I guess it is enough here..

#6 - 12/19/2013 08:47 AM - Iñaki Zabala

- Status changed from Ready for QA to In Progress

That is perfect.

Some details related with this that should have to be fixed are:

- DropGrid/DropGrid.h ==> GridCtrl::ItemRect& AddIndex(const char *name = NULL);

Other places in the code to check are:

- Core/profile.h ==> TimingInspector(const char *name = NULL)

- Core/Debug.cpp TimingInspector::TimingInspector(const char *name) ==> name = _name ? _name : "";

- Core/util.h ==> LoadFromFile(T& x, const char *name = NULL, int version = Null)

 | StoreToFile(T& x, const char *name = NULL, int version = Null)

- Core/Stream.cpp > String Cfname(const char *file) {
 return file ? String(file) : ConfigFile();
}

- Core/Value.h > static void Register(const char *name = NULL);
 > static void SvoRegister(const char *name = NULL);

- Core/Xmlize.h ==> String StoreAsXML(const T& data, const char *name = NULL)

bool StoreAsXMLFile(Callback1<XmlIO> xmlize, const char *name = NULL, const char *file = NULL);

```
bool StoreAsXMLFile(T& data, const char *name = NULL, const char *file = NULL)
```

```
- Core/Xmlize.cpp ==> bool StoreAsXMLFile(Callback1<XmlIO> xmlize, const char *name, const char *file) {  
    return SaveFile(sXMLFile(file), StoreAsXML(xmlize, name ? (String)name : GetExeTitle()));  
}
```

#7 - 12/29/2013 01:25 PM - Zbigniew Rebacz

Can we also fix DropGrid?

#8 - 12/31/2013 02:59 PM - Iñaki Zabala

- Priority changed from High to Immediate

In addition, in GridCtrl.h, line 1247, there is an AddColumn(0, 0, true) that should have to be AddColumn("", 0, true).

My main application has hanged because of it.

As it would have to be done before, the priority has been raised to Immediate.

#9 - 01/02/2014 02:12 PM - Iñaki Zabala

- Assignee changed from Iñaki Zabala to Daniel Kos

#10 - 01/08/2014 10:41 AM - Iñaki Zabala

- Assignee changed from Daniel Kos to Iñaki Zabala

#11 - 01/08/2014 11:09 AM - Iñaki Zabala

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 = "");
```

#12 - 01/08/2014 04:50 PM - Iñaki Zabala

- Status changed from In Progress to Patch ready

#13 - 01/08/2014 08:37 PM - Miroslav Fidler

- Status changed from Patch ready to Ready for QA

Well, looks like you have already committed all changes. Can we close this now?

#14 - 01/09/2014 10:02 AM - Iñaki Zabala

- Status changed from Ready for QA to Approved

Yes