

U++ - Bug #797

Find in Files array dialog crashes IDE

06/23/2014 11:18 PM - Zbigniew Rebacz

Status:	Approved	Start date:	06/23/2014
Priority:	High	Due date:	
Assignee:	Zbigniew Rebacz	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
It seems that "Find in Files" array dialog crashes IDE in one certain situation. This situation occurs when you click on last line of Array Ctrl (ffound) - "n occurence(s) have been found". This is because in current implementation we don't check that user clicks on last line. We need definitely change this behaviour. So, we should improve Ide::ShowFound method(ide/Errors.cpp - line 327): <pre>void Ide::ShowFound() { if(ffound.IsCursor() && ffound.GetCursor() < ffound.GetCount() - 1) GoToError(ValueTo<ErrorInfo>(ffound.Get("INFO"))); }</pre> insted of <pre>void Ide::ShowFound() { if(ffound.IsCursor()) GoToError(ValueTo<ErrorInfo>(ffound.Get("INFO"))); }</pre>			

History

- #1 - 06/25/2014 08:11 AM - Miroslav Fidler
- Status changed from Patch ready to Ready for QA
 - Assignee changed from Miroslav Fidler to Zbigniew Rebacz

In the end, I have used somewhat more complex fix....

- #2 - 07/10/2014 09:27 PM - Zbigniew Rebacz
- Status changed from Ready for QA to Approved

Files

Errors.cpp	9.37 KB	06/23/2014	Zbigniew Rebacz
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