

U++ - Bug #803

Bad Clear() call to a const char *

07/05/2014 04:13 PM - Iñaki Zabala

Status:	Rejected	Start date:	07/05/2014
Priority:	Normal	Due date:	
Assignee:	Iñaki Zabala	% Done:	0%
Category:	Core	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
In Socket.cpp, line 893, errordesc is a const char *, however errordesc.Clear() is called.			
<pre>void TcpSocket::SetSockError(const char *context, int code, const char *errdesc){ errorcode = code; errordesc.Clear(); }</pre>			

History

#1 - 07/06/2014 04:54 PM - Miroslav Fidler

- Status changed from New to In Progress
- Assignee changed from Miroslav Fidler to Iñaki Zabala

I see "errdesc" being const char *. "errordesc" is String member of TcpSocket.

Have I got it wrong?

#2 - 07/07/2014 09:04 AM - Iñaki Zabala

- Assignee changed from Iñaki Zabala to Miroslav Fidler

Hello Mirek

However errordesc is also an argument in SetSockError. Please check the argument list:

```
void TcpSocket::SetSockError(const char context, int code, *const char *errdesc) {
    errorcode = code;
errordesc.Clear();
}
```

#3 - 07/07/2014 09:15 AM - Miroslav Fidler

- Assignee changed from Miroslav Fidler to Iñaki Zabala

Please check carefully what is there. It is "errdesc", not "errordesc". Besides, it would compile, would it?

#4 - 07/08/2014 08:52 AM - Iñaki Zabala

- Status changed from In Progress to Rejected

Oups!

The problem came in `errordesc.Clear()`;, but the reason was that my program indirectly deleted a `TcpSocket` used by an opened thread. Accidentally, the `IsAbort()` fired and the deleted `TcpSocket` went to `SetSockError()` where it finally exploded in the `Clear()` (as `TcpSocket errordesc` was previously deleted)...

Now I have changed the main class destructor so it cares of `Abort()` all `TcpSocket`, checks that all processes are ended and then, deletes itself.

Thank you.