Subject: [BUG & FIX] in HeaderCtrl::LeftDouble
Posted by qapko on Fri, 30 May 2014 08:30:27 GMT
View Forum Message <> Reply to Message

Hello.

I have upgraded my installation of Ultimate++ from version 3211 to 7403 (yes, I was really using it for 3 years!). While testing my application with the new version I incidentally found a bug in method HeaderCtrl::LeftDouble causing my application to crash after double-clicking at the "right place" of HeaderCtrl. I think the problem is that in the method the value returned by GetSplit is not tested by IsNull. I'm not using the functionality at all, so my fix is some kind of blind:

```
void HeaderCtrl::LeftDouble(Point p, dword keyflags)
{
 int q = GetSplit(p.x);
 if(q >= 0 || IsNull(q))
  return;
 q = -1 - q;
 col[q].WhenLeftDouble();
}
```

Is the code OK? And aren't there some other places with the same problem?

Have a nice day and thank you for the Ultimate++

Gabi