
Subject: Uninitialized variables in the file ScatterDraw.cpp will cause crash (Using Visual Studio 2013)

Posted by [kasome](#) on Sat, 30 Jan 2016 09:53:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Uninitialized variables in the file ScatterDraw.cpp will cause crash (Using Visual Studio 2013)

In the file ScatterDraw.cpp, the following function

```
void ScatterDraw::DrawLegend(Draw& w, const Size &size, int scale) const {
```

```
.....
```

```
    int plotLeft, plotTop, rectWidth, rectHeight; // uninitialized variables
```

```
.....
```

```
    int left = plotLeft + legendPos.x*scale;    // will cause crash here
```

```
.....
```

```
}
```

just make sure the variables has been initialized before using it, that should fix the problem, i.e.

```
int plotLeft = 0, plotTop = 0, rectWidth = 0, rectHeight = 0;
```

the patched file and the original file will upload as the attachment file, please update.

File Attachments

1) [ScatterDraw.zip](#), downloaded 336 times

Subject: Re: Uninitialized variables in the file ScatterDraw.cpp will cause crash (Using Visual Studio 2013)

Posted by [koldo](#) on Mon, 01 Feb 2016 07:11:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks. Fixed.
