
Subject: Hard crash

Posted by [Helder Marchetto](#) on Thu, 18 Dec 2014 15:20:46 GMT

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Ok, I've done it again. After the dictionary() bug here is a new one.

*disclaimer: don't do this at home. Your pc might go in flames and your cat might bite your nose. I take no responsibility for any losses, damages or whatsoever.

Create a new file, name it "testObj.pro"

Put the following code in it:

```
pro testObj::crash, res
;This is bad:
print, res.test[self.refPos]
end
```

```
function testObj::init
self.refPos = 0l
return,1
end
```

```
pro testObj__Define, class
class = {testObj, refPos:0}
end
```

```
pro testObj
o = obj_new('testObj')
o.crash, -1l
end
```

Save the file and run it.

IDL window , in my case, closes. No warnings. Nothing. Bang.

I ran a few tests. The following options in the method crash, will not make it crash:

```
print, res.test[0]
```

```
void = self.refPos
print, res.test[void]
```

```
IDL> !version
```

```
{
  "ARCH": "x86_64",
  "OS": "Win32",
  "OS_FAMILY": "Windows",
  "OS_NAME": "MicrosoftWindows",
```

```
"RELEASE": "8.4",  
"BUILD_DATE": "Sep272014",  
"MEMORY_BITS": 64,  
"FILE_OFFSET_BITS": 64  
}
```

Any explanations? Also on previous builds (<8.4)?

Cheers,
Helder
