Subject: Re: Hard crash

Posted by chris_torrence@NOSPAM on Thu, 18 Dec 2014 16:08:22 GMT

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On Thursday, December 18, 2014 8:20:49 AM UTC-7, Helder wrote:
> 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, -11
> 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
Here's an even simpler reproduce:
IDL Version 8.4, Mac OS X (darwin x86_64 m64)
IDL > foo = \{bar: 0\}
IDL> (-1).test[foo.bar]
Segmentation fault: 11
```

I'm at home today, but I'll log a bug when I get back to work, and try to fix it for the next service pack.

Thanks for catching it!

-Chris Exelis