

Subject: : Odyssey

Topic: : Odyssey 1.23 progress: r5 beta07

Re: Odyssey 1.23 progress

Author: : kas1e

Date: : 2020/3/11 7:22:34

URL:

@all

Once i add more than 16 user agents to the list, odyssey crashes in OWBWindow_BuildSpooofMenu in the [https://github.com/kas1e/Odyssey/blob/ ... /owbwindowclass.cpp#L2594](https://github.com/kas1e/Odyssey/blob/.../owbwindowclass.cpp#L2594)

At that line:

[https://github.com/kas1e/Odyssey/blob/ ... /owbwindowclass.cpp#L2619](https://github.com/kas1e/Odyssey/blob/.../owbwindowclass.cpp#L2619)

As it about 16, and crashed line are malloc + all those sizeof and strlen over pointers, i assume it about size of pointer.

Did someone skilled can fix it so it can handle more than 16 user agents ? I can of course keep it as it, and just use 15 and no more, but still feels like something worth dealing with.

useragents_strings placed in the prefswindowclass.cpp, there: [https://github.com/kas1e/Odyssey/blob/ ... /prefswindowclass.cpp#L321](https://github.com/kas1e/Odyssey/blob/.../prefswindowclass.cpp#L321)

"menu_entry" are in gui.h, and looks like this:

Quote:

```
struct menu_entry
{
int type;
int index;
char data[0];
};
```

Edit: it seems about strlen(*agents); exactly, because if i add pure printf before crashed line, to printf sizes of agents, then 16 times all printf fine, and on 17st one crash, without printing anything.