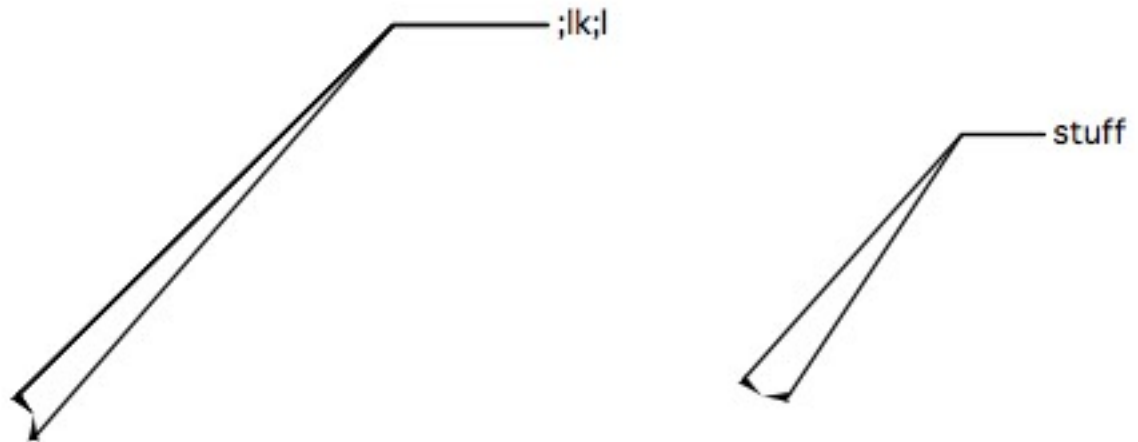


## PowerCADD 9.5 Bugs

August 27, 2019

### Tool Icons eliminate white dots

**Polygons, Bezier and Bsplines. Draw bizarre when have an arrow at the beginning or end.**



### Crash. Select leader text object with smoothed leader.

PowerCADD95 main-thread (1) Queue : com.apple.main-thread (serial)

```
#0 0x9486c061 in CSMemGetHandleSize ()
#1 0x9486c025 in GetHandleSize ()
#2 0x00d3eae7 in TPolygon<double>::LastIndex() const ()
#3 0x00d3efa7 in TPolygon<double>::Empty() const ()
#4 0x00d3e4fb in TPolygon<double>::Append(TPoint<double>, bool) ()
#5 0x00d3f21b in TPolygon<double>::AppendUnique(TPoint<double> const&) ()
#6 0x00d211e5 in CBSpline::AddPtToPoly(TPoint<double> const&, TPolygon<double>&) ()
#7 0x00d2187f in CBSpline::AddSegmentToPoly(TPolygon<double>&, double) const ()
#8 0x002e8b4b in SmoothPicked(CFPolygonRef, TPoint<double>, double, long&) ()
#9 0x002b7336 in SmoothPick(TPoint<double> const&, PObject const*) ()
#10 0x002b8358 in ObjectPick(TPoint<double> const&, PObject const*) ()
#11 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#12 0x002b84ed in PickOneObj(ObjSpec, TRect<double>, TPoint<double>, bool&, ObjSpec&) ()
#13 0x002b80a1 in PickObjList(TPoint<double>, CPDObjectList, ObjSpec&) ()
#14 0x002b7e51 in GrpPick(TPoint<double> const&, PObject const*) ()
#15 0x002b8358 in ObjectPick(TPoint<double> const&, PObject const*) ()
#16 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#17 0x002b84ed in PickOneObj(ObjSpec, TRect<double>, TPoint<double>, bool&, ObjSpec&) ()
#18 0x002b88ea in PickObjMask(DWindow*, short, TPoint<double> const&, ObjSpec&) ()
```

```

#19 0x002b8e0f in PickObj(DWindow*, TPoint<double>, long&, CPDObjectList&) ()
#20 0x004c796c in SelectionTool(DWindow*, EventRecord const&, TPoint<double> const&) ()
#21 0x004caa42 in DoSpecialTool(short, EventRecord, DWindow*, TPoint<double>) ()
#22 0x004cb9df in DoDrawingClick(DWindow*, EventRecord) ()
#23 0x0032e525 in DWindow::TestContent(EventRecord) ()
#24 0x006c1ce4 in CPDDrawingWindow::DoClick(EventRecord) ()
#25 0x006be78e in CPDWindow::DoClick(Point, short, long) ()
#26 0x006978d7 in CModTCLWindow::DoWindowHandleContentClick(OpaqueEventHandlerCallRef*,
OpaqueEventRef*) ()
#27 0x00697926 in non-virtual thunk to
CModTCLWindow::DoWindowHandleContentClick(OpaqueEventHandlerCallRef*, OpaqueEventRef*) ()
#28 0x00deaa74 in CCommandHandler::HandleWindowEvent(OpaqueEventHandlerCallRef*,
OpaqueEventRef*) ()
#29 0x00de74c8 in CCommandHandler::HandleEvent(OpaqueEventHandlerCallRef*, OpaqueEventRef*) ()
#30 0x00de6f43 in CCommandHandler::SHandler(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*) ()
#31 0x92f7c746 in _InvokeEventHandlerUPP(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*, long
*)(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*) ()
#32 0x92f296b9 in DispatchEventToHandlers(EventTargetRec*, OpaqueEventRef*, HandlerCallRec*) ()
#33 0x92f2888a in SendEventToEventTargetInternal(OpaqueEventRef*, OpaqueEventTargetRef*,
HandlerCallRec*) ()
#34 0x92f39b1f in SendEventToEventTarget ()

```

## Crash using WildTools Pen tool and clicking on the start point of the bezier.

The WildTools Pen tool, and all other tools that inherit from the ComplexPen class work fine for a while and then crash. The tool creates a PDDObject with a polygon with five points which it uses for picking. As you move the mouse about, for each segment of the bezier being drawn, it assigned the points from a bezier segment and then calls PickOneObject to see if the mouse is picks that bezier. It appears that the polygon becomes bozo, NULL or something similar, at which time we get these crashes. I don't see anything that causes this to happen.

```

#0 0xa7716eae in __pthread_kill ()
#1 0x00ed1d1b in pthread_kill ()
#2 0xa7666afe in abort ()
#3 0xa76310cd in __assert_rtn ()
#4 0x00d3ebee in TPolygon<double>::GetPt(long) const ()
#5 0x00d3ea13 in TPolygon<double>::operator CFPolygonRef() const ()
#6 0x002e8f48 in CurvePicked(CFPolygonRef, TPoint<double>, double, long&) ()
#7 0x002b7146 in BezPick(TPoint<double> const&, PDDObject const*) ()
#8 0x002b8358 in ObjectPick(TPoint<double> const&, PDDObject const*) ()
#9 0x3fd9cc8b in PickInfoBase::PickOneObject(TPoint<double>, PDDObject const*) const ()
#10 0x3ff51c68 in ComplexPen::PickMainBezier(TPoint<double>) const ()
#11 0x3ff66d17 in ComplexPen::SetPenReshapeCursor(TPoint<double>, short, EditHandleRec, bool, bool&,
NSCursor*) ()
#12 0x3ff67c55 in ComplexPen::ReshapeTheBez(WildEdit&, TPoint<double>) ()

```

```

#13 0x3ff69f82 in ComplexPen::ToolDraw(EventRecord const&, TPoint<double>) ()
#14 0x401793e3 in DrawPenTool(DWindow*, EventRecord const&, TPoint<double> const&) ()
#15 0x004caa42 in DoSpecialTool(short, EventRecord, DWindow*, TPoint<double>) ()
#16 0x004cb9df in DoDrawingClick(DWindow*, EventRecord) ()
#17 0x0032e525 in DWindow::TestContent(EventRecord) ()
#18 0x006c1ce4 in CPDDrawingWindow::DoClick(EventRecord) ()
#19 0x006be78e in CPDWindow::DoClick(Point, short, long) ()
#20 0x006978d7 in CModTCLWindow::DoWindowHandleContentClick(OpaqueEventHandlerCallRef*,
OpaqueEventRef*) ()
#21 0x00697926 in non-virtual thunk to
CModTCLWindow::DoWindowHandleContentClick(OpaqueEventHandlerCallRef*, OpaqueEventRef*) ()
#22 0x00deaa74 in CCommandHandler::HandleWindowEvent(OpaqueEventHandlerCallRef*,
OpaqueEventRef*) ()
#23 0x00de74c8 in CCommandHandler::HandleEvent(OpaqueEventHandlerCallRef*, OpaqueEventRef*) ()
#24 0x00de6f43 in CCommandHandler::SHandler(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*) ()
#25 0x92f7c746 in _InvokeEventHandlerUPP(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*, long
*)(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*) ()
#26 0x92f296b9 in DispatchEventToHandlers(EventTargetRec*, OpaqueEventRef*, HandlerCallRec*) ()
#27 0x92f2888a in SendEventToEventTargetInternal(OpaqueEventRef*, OpaqueEventTargetRef*,
HandlerCallRec*) ()
#28 0x92f39b1f in SendEventToEventTarget ()

```

**Crash. Drew freehand polygon, then clicked on the object with the Scissors tool to try a cut.**

```

#0 0x00d3ec58 in TPolygon<double>::Closed() const ()
#1 0x00d3e9e2 in TPolygon<double>::operator CFPolygonRef() const ()
#2 0x002e8f48 in CurvePicked(CFPolygonRef, TPoint<double>, double, long&) ()
#3 0x002b7146 in BezPick(TPoint<double> const&, PObject const*) ()
#4 0x002b8358 in ObjectPick(TPoint<double> const&, PObject const*) ()
#5 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#6 0x40009b3f in PickInfoBase::PickOneObject(TPoint<double>, ObjSpec) const ()
#7 0x40009dee in PickInfoBase::PickOneObjS(TPoint<double>, ObjSpec&) ()
#8 0x4477e152 in UpdateScissorsTool(DWindow*, bool) ()
#9 0x0020631a in TickleTheTool(DWindow*, ToolRec*, bool) ()
#10 0x00205e5e in TickleCurrentTool(DWindow*) ()
#11 0x006aef85 in Process1EventTickle(EventRecord const&, OpaqueWindowPtr*) ()
#12 0x006af47f in CPDApplication::Process1Event() ()
#13 0x006a6d23 in CPDApplication::Idle(OpaqueEventRef*) ()
#14 0x006a5f82 in ModalEventHandler(OpaqueEventHandlerCallRef*, OpaqueEventRef*,
void*) ()
#15 0x92f7c746 in _InvokeEventHandlerUPP(OpaqueEventHandlerCallRef*,
OpaqueEventRef*, void*, long*)(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*) ()
#16 0x92f296b9 in DispatchEventToHandlers(EventTargetRec*, OpaqueEventRef*,
HandlerCallRec*) ()
#17 0x92f2888a in SendEventToEventTargetInternal(OpaqueEventRef*,
OpaqueEventTargetRef*, HandlerCallRec*) ()
#18 0x92f39b1f in SendEventToEventTarget ()

```

```

#19 0x92f5f0b2 in ToolboxEventDispatcherHandler(OpaqueEventHandlerCallRef*,
OpaqueEventRef*, void*) ()
#20 0x92f29b5c in DispatchEventToHandlers(EventTargetRec*, OpaqueEventRef*,
HandlerCallRec*) ()
#21 0x92f2888a in SendEventToEventTargetInternal(OpaqueEventRef*,
OpaqueEventTargetRef*, HandlerCallRec*) ()
#22 0x92f39b1f in SendEventToEventTarget ()
#23 0x930b7ff3 in ToolboxEventDispatcher ()
#24 0x930b7ebe in RunApplicationEventLoop ()

```

**Crash. Drew a spline with WildTools Spline tool. It was fine and had handles in the right places, but crashed when I clicked in a handle.**

```

#0 0x00d3ec58 in TPolygon<double>::Closed() const ()
#1 0x00d3e9e2 in TPolygon<double>::operator CFPolygonRef() const ()
#2 0x002e8f48 in CurvePicked(CFPolygonRef, TPoint<double>, double, long&) ()
#3 0x002b7146 in BezPick(TPoint<double> const&, PObject const*) ()
#4 0x002b8358 in ObjectPick(TPoint<double> const&, PObject const*) ()
#5 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#6 0x002b84ed in PickOneObj(ObjSpec, TRect<double>, TPoint<double>, bool&, ObjSpec&) ()
#7 0x002b80a1 in PickObjList(TPoint<double>, CPDObjectList, ObjSpec&) ()
#8 0x002b7e51 in GrpPick(TPoint<double> const&, PObject const*) ()
#9 0x002ba46b in XTNLGrpPick(TPoint<double> const&, PObject const*) ()
#10 0x002b8358 in ObjectPick(TPoint<double> const&, PObject const*) ()
#11 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#12 0x3f39cb3f in PickInfoBase::PickOneObject(TPoint<double>, ObjSpec) const ()
#13 0x3f39cdee in PickInfoBase::PickOneObjS(TPoint<double>, ObjSpec&) ()
#14 0x3f39f6f7 in PickOneObjS(DWindow*, TPoint<double>, ObjSpec&) ()
#15 0x439c2d71 in DrawSelectionArrowTool(DWindow*, EventRecord const&, TPoint<double> const&) ()
#16 0x004caa42 in DoSpecialTool(short, EventRecord, DWindow*, TPoint<double>) ()
#17 0x004cb9df in DoDrawingClick(DWindow*, EventRecord) ()
#18 0x0032e525 in DWindow::TestContent(EventRecord) ()
#19 0x006c1ce4 in CPDDrawingWindow::DoClick(EventRecord) ()
#20 0x006be78e in CPDWindow::DoClick(Point, short, long) ()
#21 0x006978d7 in CModTCLWindow::DoWindowHandleContentClick(OpaqueEventHandlerCallRef*,
OpaqueEventRef*) ()
#22 0x00697926 in non-virtual thunk to
CModTCLWindow::DoWindowHandleContentClick(OpaqueEventHandlerCallRef*, OpaqueEventRef*) ()
#23 0x00deaa74 in CCommandHandler::HandleWindowEvent(OpaqueEventHandlerCallRef*,
OpaqueEventRef*) ()
#24 0x00de74c8 in CCommandHandler::HandleEvent(OpaqueEventHandlerCallRef*, OpaqueEventRef*) ()
#25 0x00de6f43 in CCommandHandler::SHandler(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*) ()
#26 0x92f7c746 in _InvokeEventHandlerUPP(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*, long
*)(OpaqueEventHandlerCallRef*, OpaqueEventRef*, void*) ()
#27 0x92f296b9 in DispatchEventToHandlers(EventTargetRec*, OpaqueEventRef*, HandlerCallRec*) ()
#28 0x92f2888a in SendEventToEventTargetInternal(OpaqueEventRef*, OpaqueEventTargetRef*,
HandlerCallRec*) ()
#29 0x92f39b1f in SendEventToEventTarget ()

```

## A general problem with polygons.

With the keynote and balloon text object, I have a handle at all points on the leader object. When I click on the handles at the knuckle point or end near the text, it all works fine, but if I move the starting point so the polygon is now bigger, there is a screen refresh problem. I've tried doing things in the programming but it hasn't fixed the problem, but if I nudge the object it will all refresh properly. The problem may well be in WildTools, but I'm seeing similar problems in PowerCADD where the starting point of a polygon is changed and the bounds does not update.

## General problem with tool palettes

When you change a tool palette to horizontal, then when you fire the program back up, the display is wonky and you have to reset the change palette orientation. I can't get a screenshot right now.

## Checking the Nuts & Bolt palette

### Crash on placing a hex rod

```
#0 0x00d3ec58 in TPolygon<double>::Closed() const ()
#1 0x00d3e9e2 in TPolygon<double>::operator CFPolygonRef() const ()
#2 0x002e8f48 in CurvePicked(CFPolygonRef, TPoint<double>, double, long&) ()
#3 0x002b7146 in BezPick(TPoint<double> const&, PDOBJECT const*) ()
#4 0x002b8358 in ObjectPick(TPoint<double> const&, PDOBJECT const*) ()
#5 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#6 0x002b84ed in PickOneObj(ObjSpec, TRect<double>, TPoint<double>, bool&, ObjSpec&) ()
#7 0x002b80a1 in PickObjList(TPoint<double>, CPDOBJECTList, ObjSpec&) ()
#8 0x002b7e51 in GrpPick(TPoint<double> const&, PDOBJECT const*) ()
#9 0x002b8358 in ObjectPick(TPoint<double> const&, PDOBJECT const*) ()
#10 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#11 0x41020b3f in PickInfoBase::PickOneObject(TPoint<double>, ObjSpec) const ()
#12 0x41020dee in PickInfoBase::PickOneObjS(TPoint<double>, ObjSpec&) ()
#13 0x410218d2 in PickInfoRec::PickObjDeep(TPoint<double>) ()
#14 0x41022a1e in PickInfoRec::PickAllObjDeep(TPoint<double>) ()
#15 0x412ed903 in GoodClick(DWindow*, TPoint<double>, long, long) ()
#16 0x4129b33c in BasicPointDraw::PlaceOurObject() ()
#17 0x4129b8e1 in BasicPointDraw::ToolDraw(EventRecord const&, TPoint<double>) ()
#18 0x41f14714 in PlaceHexRod(DWindow*, EventRecord const&, TPoint<double> const&) at /Wild Stuff/
WildTools10x/NutsBolts f/HexRod/HexRodTool.mm:160
#19 0x004caa42 in DoSpecialTool(short, EventRecord, DWindow*, TPoint<double>) ()
#20 0x004cb9df in DoDrawingClick(DWindow*, EventRecord) ()
#21 0x0032e525 in DWindow::TestContent(EventRecord) ()
#22 0x006c1ce4 in CPDDrawingWindow::DoClick(EventRecord) ()
```

```
#23 0x006be78e in CPDWindow::DoClick(Point, short, long) ()
```

## Then drawing 3D screw, crash

```
#0 0x00d3ec58 in TPolygon<double>::Closed() const ()
#1 0x00d3e9e2 in TPolygon<double>::operator CFPolygonRef() const ()
#2 0x002e8f48 in CurvePicked(CFPolygonRef, TPoint<double>, double, long&) ()
#3 0x002b7146 in BezPick(TPoint<double> const&, PDBObject const*) ()
#4 0x002b8358 in ObjectPick(TPoint<double> const&, PDBObject const*) ()
#5 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#6 0x002b84ed in PickOneObj(ObjSpec, TRect<double>, TPoint<double>, bool&, ObjSpec&) ()
#7 0x002b80a1 in PickObjList(TPoint<double>, CPDBObjectList, ObjSpec&) ()
#8 0x002b7e51 in GrpPick(TPoint<double> const&, PDBObject const*) ()
#9 0x002b8358 in ObjectPick(TPoint<double> const&, PDBObject const*) ()
#10 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#11 0x3f9f7b3f in PickInfoBase::PickOneObject(TPoint<double>, ObjSpec) const ()
#12 0x3f9f7dee in PickInfoBase::PickOneObjS(TPoint<double>, ObjSpec&) ()
#13 0x3f9f88d2 in PickInfoRec::PickObjDeep(TPoint<double>) ()
#14 0x3f9f9a1e in PickInfoRec::PickAllObjDeep(TPoint<double>) ()
#15 0x3fcc4903 in GoodClick(DWindow*, TPoint<double>, long, long) ()
#16 0x40c0179b in Screw3DDraw::ToolDraw(EventRecord const&, TPoint<double>) at /Wild Stuff/
WildTools10x/NutsBolts /f/Screw Tool/Screw3DDraw.mm:97
#17 0x40b17d45 in DrawScrewTool(DWindow*, EventRecord const&, TPoint<double> const&) at /Wild Stuff/
WildTools10x/NutsBolts /f/Screw Tool/ScrewTool.mm:141
#18 0x004caa42 in DoSpecialTool(short, EventRecord, DWindow*, TPoint<double>) ()
#19 0x004cb9df in DoDrawingClick(DWindow*, EventRecord) ()
```

Crash with Centroid tool when moving the mouse over a closed polygon

```
#0 0x00d3ec58 in TPolygon<double>::Closed() const ()
#1 0x00d3e9e2 in TPolygon<double>::operator CFPolygonRef() const ()
#2 0x002e8f48 in CurvePicked(CFPolygonRef, TPoint<double>, double, long&) ()
#3 0x002b7146 in BezPick(TPoint<double> const&, PDBObject const*) ()
#4 0x002b8358 in ObjectPick(TPoint<double> const&, PDBObject const*) ()
#5 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#6 0x002b84ed in PickOneObj(ObjSpec, TRect<double>, TPoint<double>, bool&, ObjSpec&) ()
#7 0x002b80a1 in PickObjList(TPoint<double>, CPDBObjectList, ObjSpec&) ()
#8 0x002b7e51 in GrpPick(TPoint<double> const&, PDBObject const*) ()
#9 0x002ba46b in XTNLGrpPick(TPoint<double> const&, PDBObject const*) ()
#10 0x002b8358 in ObjectPick(TPoint<double> const&, PDBObject const*) ()
#11 0x002b7d1c in ObjectPick(TPoint<double> const&, ObjSpec const&) ()
#12 0x40020b3f in PickInfoBase::PickOneObject(TPoint<double>, ObjSpec) const ()
#13 0x40020dee in PickInfoBase::PickOneObjS(TPoint<double>, ObjSpec&) ()
#14 0x400236f7 in PickOneObjS(DWindow*, TPoint<double>, ObjSpec&) ()
#15 0x40c12d93 in UpdateCentroidTool(DWindow*, bool) at /Wild Stuff/WildTools10x/NutsBolts /f/Centroid
Tool/CentroidTool.mm:166
#16 0x0020631a in TickleTheTool(DWindow*, ToolRec*, bool) ()
#17 0x00205e5e in TickleCurrentTool(DWindow*) ()
```

Using Weld Symbol tool, it works fine but I get this in the console. Don't know what it means or how to fix it.

CoreGraphics API and this value is being ignored. Please fix this problem.

2019-08-23 18:22:12.312040-0400 PowerCADD[5396:199018] [com.engsw.PowerCADD95] If you want to see the backtrace, please set CG\_NUMERICS\_SHOW\_BACKTRACE environmental variable.

2019-08-23 18:22:12.328237-0400 PowerCADD[5396:199018] [com.engsw.PowerCADD95] Error: this application, or a library it uses, has passed an invalid numeric value (NaN, or not-a-number) to CoreGraphics API and this value is being ignored. Please fix this problem.

The error is in PowerCADD trying to draw a polygon with an arrow on the end of the polygon. Obvious goofy drawing.

### **TopoTools**

The following hierarchical menu items in the Edit in the File menu don't work:

Import Shapefiles

Import GPX KML

Import ASCII Survey Coordinates

Import DXF

The following hierarchical menu items in the Tool menu don't work:

Analyze Topo/Find Contours...

Analyze Topo/Analyze Slope...

Analyze Topo/Cut & Fill... (this has not yet been finished, but I have the programming in place)

I'm seeing some crashes with these tools.