
Subject: Re: Untrivial EditString bug(?) in FreeBSD(and may be all POSIX)
Posted by [Mindtraveller](#) on Sat, 04 Apr 2009 17:21:19 GMT

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I've made trivial testcase:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class TestWindow : public TopWindow
```

```
{  
};
```

```
EditString es; //if you comment it, everything is OK
```

```
GUI_APP_MAIN
```

```
{  
    TestWindow().Run();  
}
```
