
Subject: Re: [BUG] Add() crashes system
Posted by [mirek](#) on Mon, 20 Aug 2007 18:39:30 GMT
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luzr wrote on Mon, 20 August 2007 14:26Wow, do I understand well that it causes XP to crash for you as well?

That is really something

Going to investigate.

Mirek

Well, the fix is trivial:

```
TabCtrl::Item& TabCtrl::Add()
{
    Item& t = tab.Add();
    t.owner = this;
    if(sel < 0)
        Set(0);
    Layout(); //<<<<<<<<<<<< this was missing...
    return t;
}
```

and the reason why it has crashed XP is that there were some pretty bad numbers going into GDI, as the tab had wrong layout.. (obviously, M\$ should take better care there, it looks like another vulnerability).

I have also added Refresh at the end of Layout (so that you do not have to do it manually, that was a bug too).

Mirek
