Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mr_ped on Wed, 07 Nov 2007 15:46:38 GMT

I'm not sure what did cause the error and what kind of error you are talking about, but doing "delete progress" as long as the list control has the pointer too may be big problem. Unless the destructor of ProgressIndicator will notify the parent control about it's deletion, in such case the code is ok, but IMHO *looks* bad anyway.

Try to do "list.Set(i, CPROG, "OK");" ahead of delete, that will be more logical and more easy to read for my mind.
(and check if the second "Set" will destroy the reference of list to progress, or you need some Unset .. sorry, I can't give you exact help as I didn't need yet the UPP GUI so I'm not sure how those classes work and about their API)

If the problem persist, try to post here what the error is or wait for someone else to give you another hint.