Subject: AcceptRow broken when SetCtrl is used
Posted by mrjt on Wed, 09 Jul 2008 13:41:28 GMT
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ArrayCtrl::AcceptRow doesn't check any child ctrls set with SetCtrl() when accepting rows, which in turn can lead to dialogs being accepted with invalid data (a big problem!). A quick test case:

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

GUI_APP_MAIN
{
 TopWindow wnd;
 ArrayCtrl ctrl;
 Button ok;
 Button cancel;
 Array<EditInt> edit;

 Rect r = Rect(0, 0, 200, 300);
 wnd.Sizeable().SetMinSize(r.GetSize());
 wnd.SetRect(r + GetScreenSize() / 2 - r.GetSize()/2);
 wnd.Add(ctrl.HSizePos().VSizePos(0, 28));
 wnd.Add(ok.SetLabel("OK").RightPos(88, 80).BottomPos(4, 22));
 wnd.Add(cancel.SetLabel("Cancel").RightPos(4, 80).BottomPos(4, 22));
 wnd.Acceptor(ok, IDOK);
 wnd.Rejector(cancel, IDCANCEL);

 edit.SetCount(20);
 ctrl.AddColumn("EditInts (0-1)");
 ctrl.SetCount(20);
 for (int i = 0; i < edit.GetCount(); i++) {
  edit[i].Min(0).Max(1) <<= 1;
  ctrl.SetCtrl(i, 0, edit[i]);
 }

 wnd.Execute();
}
```

Just type 2 into one of the rows and then change row, this should trigger an Exclamation but doesn't. You will be also able to 'OK' the form with the invalid data still in the ctrl.

I've attempted to fix this myself but just adding a check in AcceptRow causes a stack overflow due to focus changes when an Exclamation is shown by the child's Accept() function, so I'll leave it to someone with better knowledge of ArrayCtrl.

I'd settle for just checking all the ctrls in the ArrayCtrl's Accept function if fixing AcceptRow is impossible/very difficult.

Cheers.