Subject: Re: gui crashes.
Posted by mrjt on Mon, 22 Dec 2008 15:58:09 GMT

I couldn't reproduce the problem with MSC8 on XP. I suspect the problem is caused by refilling the TreeCtrl in TopWindow::Paint. This should really be done when you add the new device, which would also make your code much shorter and cleaner.

There are a couple of other tips you might find useful:
- Instead of using 'new' to create the Devices you should make it Moveable or use Array. 'new' is almost never needed with Upp.
- Unless you are doing something very complicated in the real application you could just store the Devices directly in the TreeCtrl as keys, for even simpler code. If you add Value conversion to Devices:

```
 operator Value() const    { return RawToValue<Devices>(*this); }
 Devices &operator=(const Value &v)  { *this = ValueTo<Devices>(v); }
```

then your createDevice function becomes:

```
bool TreeTest::createDevice(int handle)
{
   Devices newDevice(handle, "0.0.0.0");
   newDevice.setName(Format("nummer: %d",_counter));
   _myTree.Add(0, Image(), newDevice, newDevice.getName());
   _counter++;
   return true;
}
```

This will also make Drag-Drop much easier as you don't have to mirror the changes in your storage container.