
Subject: Application crush

Posted by [Infausto](#) on Thu, 09 Apr 2009 05:08:27 GMT

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I have this little code:

File: Crush.lay

File: Crush.h

```
#ifndef _Crush_Crush_h
#define _Crush_Crush_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <Crush/Crush.lay>
#include <CtrlCore/lay.h>

class Crush : public WithCrushLayout<TopWindow>
{
public:
    typedef Crush CLASSNAME;

    Crush();

private:
    void CrushThis();
};

#endif
```

File: main.cpp

```
#include "Crush.h"

Crush::Crush()
{
    arcCrush.AddColumn(t_("Artista"));
    arcCrush.AddColumn(t_("Disco"));
}
```

```

arcCrush.SetSortColumn(0);

arcCrush.Set(0, 0, "Morbid Angel");
arcCrush.Set(0, 1, "Domination");
arcCrush.Set(1, 0, "Cradle of Filth");
arcCrush.Set(1, 1, "The Principle of Evil Made Flesh");

btnCrush <<= THISBACK(CrushThis);

Zoomable().Sizeable();
CtrlLayout(*this, "Crush Example");
}

void Crush::CrushThis()
{
    arcCrush.DoColumnSort();
}

GUI_APP_MAIN
{
    Crush().Run();
}

```

When i hit the "Crush!!" button then... guess what... the app is crush and close without any error message.

Why occurs this??

I use the 1051 nightly build of upp, mingw-tdm (with gcc 4.3.3) and official release of mingw (with gcc 3.x) on Windows Xp 32 bits service pack 3.

Project files are uploaded.

cheers!!

File Attachments

1) [Crush.zip](#), downloaded 360 times
