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 429 times