Subject: Re: problem with "delete row" in ArrayCtrl
Posted by fudadmin on Fri, 14 Apr 2006 12:41:23 GMT
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That package was posted in OptionImage topic... But I lost patience when renaming absolute references and was not able to compile for too long... and after I remade everything from scratch I don't have those "ghosts". The suspicious thing to me was that Luigi had created an application instance and included it as "extern App app_instance" in nearly every file and then was calling its grandchildren methods (status update) from other app's great-grandchildren (array count). AFAIK, it's not a good practice. What do you think?