

---

Subject: RichEdit crashes with BlueBar

Posted by [tudorache.vlad](#) on Mon, 22 Feb 2010 06:28:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hello!

I'm new to U++ development; I admit this is a great tool, but I have a problem: compiling the BlueBar example, with either Windows SDK (for Vista - MSC8, or Win7 - MSC9) or MinGW (gcc 3.4.5 or 4.4.0) goes fine; running the program gives crash when clicking any of the toolbar's buttons (list, superscript, etc). The debugger finds the error in Callback.cpp which is:

```
#include "Core.h"
```

```
NAMESPACE_UPP
```

```
///BLITZ_APPROVE
```

```
#define CPP_PART__
```

```
#include "Cbgen.h"
```

```
void Callback::Execute() const
```

```
{  
    if(action) action->Execute();  
}
```

```
bool Gate::Execute() const
```

```
{  
    return (void *)action == (void *)1 ? true : action ? action->Execute() : false;  
}
```

```
END_UPP_NAMESPACE
```

What is the problem? The source code is unmodified. U++ version 1952. I'd like to know how to solve this, i need it for a project.

Vlad

---