Subject: RichEdit crashes with BlueBar
Posted by tudorache.vlad on Mon, 22 Feb 2010 06:28:18 GMT
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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