
Subject: Re: QTF with QtfRichObject as Button label causes crash

Posted by [mirek](#) on Tue, 04 May 2010 15:35:44 GMT

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It is because QtfRichObject is only temporary reference to the RichObject.

You are using this reference, but then parsing qtf on Button paint, when RichObject does not exist anymore.

One possible solution:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

GUI_APP_MAIN
{
    Button button;

    {
        DrawingDraw dd(63, 187);
        dd.DrawImage(0,0,CtrllImg::exclamation());

        static Size ppi(72,72); // = ScreenDraw(true).GetPixelsPerInch();
        QtfRichObject qrdd(CreateDrawingObject(dd.GetResult(), Size(63*ppi.cx/10, 187*ppi.cy/10),
        Size(63*ppi.cx/10, 187*ppi.cy/10)));

        String qtf;
        qtf << qrdd;

        button.SetLabel("\1" + AsQTF(ParseQTF(qtf)));
    }
    TopWindow win;
    win.Add(button.SizePos());
    win.Run();
}
```

Note: I agree the situation is a little bit tricky, some widgets parse QTF on set (like RichTextView)
- this would be no problem for these. Others parse QTF during Paint. Generally, everywhere
where QTF needs '\1' prefix, it is being parsed during Paint.
