

Hi all,
Windows XP 32 + SP3; MSC9; U++ 2467.

Using TabCtrl with an array of same layout I have this problem:

```
//main.h
```

```
Array<WithIDevice<ParentCtrl> > layer;  
TabCtrl          tab;
```

```
//main.cpp
```

```
void App::DoSomething_1(void)  
{  
    for(int i=0; i<5; i++) {  
        CtrlLayout(layer.At(i));  
        tab.Add(layer.At(i).SizePos(), Applmg::....(), t_("..."));  
    }  
}
```

```
void App::DoSomething_2(void)  
{  
    for(int z = tab.GetCount() - 1; z > 0; z--) tab.Remove(z);  
    tab.ClearFrames();  
    tab.GetItem(0).SetImage(Nullr()).Text("");  
    layer.Clear();  
}
```

First step:

Calling DoSomething_1() the application will add 5 tabs and all work fine.

Second step:

Calling DoSomething_2() the application will remove 4 of 5 tabs. (Using Reset() result in a system crash, the system crash also if trying to remove alla the 5 tabs).

Third step:

Calling DoSomething_1() again result in a system crash at the line: tab.Add(...);

Questions:

- 1) It is correct that tab.Reset() result in a system crash? I must leave one tab ?
- 2) Adding new tabs after remove is not possible?

3) Can be windows problem? or compiler?

Note that the posted code it's only an abstract.
Thanks a lot.
