

I found the cause, but I need a long time for follow all the codes:

So:

After add an tab, I also set a callback to WhenSet:

```
tab.WhenSet << THISBACK(foo);
```

foo get information from tab, so, when tab.Reset() is destroying the last one, (tab.Reset() method call again WhenSet() before to return), I get the crash.

WhenSet() is called again, at the second time adding loop, in this case it's really dangerous, because all the need vars are not ready.

So, in fact:

First step: adding tabs all is ok, because WhenSet is empty.

Second step: assign a callback to WhenSet.

Third step: resetting the tab result in a crash because Reset() also call WhenSet(), and in MY CASE is not good.

Third step: adding new tabs result in a crash because WhenSet is assigned but my vars are not ready.

So, now the problem is: how to remove the WhenSet callback??

```
tab.WhenSet << 0; (compiler error)
```

```
tab.WhneSet = 0; (compiler error)
```

```
tab.WhenSet << CNULL; (compiler error)
```

```
tab.WhenSet << Callback::Empty(); (ok for compiler, but nothing change in the application. the callback in fact is not cleared).
```

uff.

I only need to be able to remove the WhenSet callback some times.