
Subject: Crash on ToolTip painting

Posted by [dolik.rce](#) on Mon, 13 Sep 2010 16:00:43 GMT

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I've come to a problem where painting tooltip crashes the application with invalid memory access message. It only happens after I open and close a dialog within my app.

```
Simple testcase:#include <CtrlLib/CtrlLib.h>
using namespace Upp;
#define IMAGECLASS Imgs
#define IMAGEFILE <CtrlLib/Ctrl.iml>
#include <Draw/iml.h>
```

```
struct Dlg : TopWindow{
    Button b;
```

```
typedef Dlg CLASSNAME;
```

```
Dlg() {
    Title("Dialog").Sizeable();
    SetRect(0,0,300,200);
    Add(b.TopPos(10,20).LeftPos(10,100));
    b.SetLabel("OK");
    b<<=THISBACK(DoStuffAndExit);
}
```

```
void DoStuffAndExit(){
    Hide();
    Progress p;
    p.SetText("Pretending work...");
    for(int i=0;i<100;i++){
        Sleep(25);
        p.Step();
    }
    Close();
}
};
```

```
struct App : TopWindow {
    ToolBar tool;
```

```
typedef App CLASSNAME;
```

```
App() {
    Title("My application with bars").Sizeable();
    AddFrame(tool);
    tool.Set(THISBACK(TBar));
}
```

```
void MenuFn() {  
   Dlg().Execute();  
}  
void TBar(Bar& bar) {  
    bar.Add("Function", imgs::open(), THISBACK(MenuFn));  
}  
};
```

```
GUI_APP_MAIN {  
    App().Run();  
}
```

Steps to trigger the crash:

- 1) Click the icon on the toolbar.
 - 2) Click "OK" button on the dialog.
 - 3) Put the mouse above the icon on toolbar for a while to get the tooltip.
- The app crashes even before the tooltip is displayed.

Environment: Linux, GCC 4.5.1, flags GUI MT

Now the question is what am I doing wrong? Any hints are more than welcome...

Best regards,
Honza
