Subject: TabBar crash fix (very crude one, needs author to rewrite it) Posted by mr\_ped on Wed, 12 Jan 2011 13:49:04 GMT View Forum Message <> Reply to Message

2 fixes included:

1) "Value v = tabs[cross].key;" does crash when cross is outdated (easy to achieve by clicking with mouse on close inactive tabs without movement and fast enough ... active tab will reset cross to -1, so if last tab is active one, no crash occurs)

2) Close(...) should be IMO called \*after\* registered callbacks

File Attachments
1) TabBar\_crashfix.patch, downloaded 547 times

Page 1 of 1 ---- Generated from U++ Forum