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Subject: A small bug.

Posted by [rxantos](#) on Wed, 04 Sep 2013 07:09:19 GMT

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When using the Flat Style, the control crashes if the frame is expanded. This happens because the borders are set to NULL on the flat style.

to fix it change in ExpandFrame::BorderSz()

```
int sz = (int)(uintptr_t)(handle.style->border[0][0]);
```

to

```
int sz = (handle.style->border[0]) ? (int)(uintptr_t)(handle.style->border[0][0]) : 0;
```