
Subject: Re: AddColumn(0, ...) crashes

Posted by [koldo](#) on Wed, 08 Jan 2014 10:07:15 GMT

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Fixes to be uploaded today:

GridCtrl.h, line 790

ItemRect& DoAvg(const char *s = "")	{ sop = SOP_AVG; sopfrm = s; return *this; }
ItemRect& DoSum(const char *s = "")	{ sop = SOP_SUM; sopfrm = s; return *this; }
ItemRect& DoMin(const char *s = "")	{ sop = SOP_MIN; sopfrm = s; return *this; }
ItemRect& DoMax(const char *s = "")	{ sop = SOP_MAX; sopfrm = s; return *this; }
ItemRect& DoCount(const char *s = "")	{ sop = SOP_CNT; sopfrm = s; return *this; }

GridCtrl.h, line 1247

AddColumn("", 0, true)

GridCtrl.cpp, line 1868

AddColumn("", size, false);

DropGrid.h, line 129

GridCtrl::ItemRect& AddIndex(const char *name = "");
