
Subject: Re: [BUG] Layout Designer : Theide crash in the submenu "Input Fields"
Posted by [omari](#) on Tue, 10 Mar 2020 18:26:00 GMT
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it crash with theide, tutorial/Gui16, and even with a new project.

***** ASSERT FAILED: Assertion failed in
/Users/omari/upp.src/uppsrc/CtrlLib/MacMenu.mm, line 83

line 83:

```
virtual void AddCtrl(Ctrl *ctrl, int gapsize) { NEVER(); }
```

adding RDUMP in LayDes::Group(Bar& bar, const String& group)

```
for(i = 0; i < type.GetCount(); i++) {  
    RDUMP(type[i]);  
    bar.Add(type[i], GetTypeIcon(type[i], w, h, 0, SLtGray),  
            THISBACK1(CreateCtrl, type[i]));  
    if((q++ + 2) % 16 == 0)  
        bar.Break();  
}
```

then the output is :

```
type[i] = Calendar  
type[i] = Clock  
type[i] = DropDate  
type[i] = DropList  
type[i] = DropTime  
type[i] = DropTree  
type[i] = EditDate  
type[i] = EditDateNotNull  
type[i] = EditDateSpin  
type[i] = EditDouble  
type[i] = EditDoubleNotNull  
type[i] = EditDoubleSpin  
type[i] = EditField  
type[i] = EditInt  
type[i] = EditInt64
```

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