Subject: Add Button crashes program on start
Posted by jimlef on Sun, 20 Sep 2020 20:48:25 GMT
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I have the following code:

invoices.lay:
```
LAYOUT(CustomersWindowLayout, 1112, 476)
 ITEM(SqlArray, CustArray, SetFrame(ThinInsetFrame()).LeftPosZ(436, 656).TopPosZ(28, 420))
    .
    .
    .
 ITEM(Button, btnAddCustomer,
SetLabel(t_("Add")).SetFont(SansSerifZ(16)).SetFrame(ButtonFrame()).LeftPosZ(24,
88).TopPosZ(352, 28))
END_LAYOUT
```

customers.cpp:
```
CustomersWindow::CustomersWindow() {
 String DBFile;
 String configfile = ConfigFile();
 CtrlLayout(*this, "Customers");

 btnAddCustomer <<= THISBACK(btnAddCustomerClick); // <-- only line added in this function
since last successful run

...

void CustomersWindow::btnAddCustomerClick()
{
 PromptOK("Click Add");
 return;
}
```

customers.h:
```
struct CustomersWindow : WithCustomersWindowLayout<TopWindow>
{
 String GetOutputDirectory();
 String SelectDB();

 String DBFile;
 String OutputDirectory;
 String configfile = ConfigFile();
 String cfg;

 FileSel selectdbwin;
 FileSel selectodirwin;
```

```
public:
 typedef CustomersWindow CLASSNAME;
 CustomersWindow();
 void btnAddCustomerClick();
 void Paint ( Draw& w )
 {
  w.DrawRect ( GetSize(), Color ( 204, 255, 255 ) ); // <= enter your background color here
 }



};
```

Every time I try to run this, I get:

The only change is adding this callback function in the places shown.
I can't find a thing wrong with the code, any suggestions?

Running current stable release (14429) installed from dpkg on Linux Mint (2020).

Thank you!

File Attachments
1) crash.png, downloaded 563 times