
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 304 times
