
Subject: Re: Add Button crashes program on start
Posted by [Klugier](#) on Sun, 20 Sep 2020 21:48:01 GMT
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Hello Jim,

I can not reproduce this on the latest nightly build. Could you try to test with nightly? You can download it from our download page. On the other hand it might be due to some other code that we are not aware at this moment.

Here is my example:

```
// main.cpp
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <Gui16/dlg.lay>
#include <CtrlCore/lay.h>

struct MyApp : public WithDlgLayout<TopWindow> {
    MyApp() {
        CtrlLayout(*this, "MyDialog");

        btn << [=] { onClick(); };
    }

    virtual void Paint(Draw& w) override {
        w.DrawRect(GetSize(), Color(204, 255, 255));
    }

    void onClick() {
        PromptOK("Click Add");
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}

// dlg.lay
LAYOUT(DlgLayout, 208, 64)
    ITEM(Label, dv___0, SetLabel(t_("Label")).LeftPosZ(8, 36).TopPosZ(8, 19))
    ITEM(EditString, text, LeftPosZ(48, 92).TopPosZ(8, 19))
    ITEM(Option, option, SetLabel(t_("Option")).LeftPosZ(8, 108).TopPosZ(32, 15))
    ITEM(Button, btn, SetLabel(t_("asdasd")).SetFrame(ButtonFrame()).LeftPosZ(124,
56).TopPosZ(40, 15))
```

END_LAYOUT

Some code improvements you could apply:

virtual void Paint(Draw& w) override // virtual override is a nice addition - this will check that you indeed overriding this method

```
{  
    w.DrawRect(GetSize(), Color ( 204, 255, 255 )); // <= enter your background color here  
}
```

btnAddCustomer << [=] { btnAddCustomerClick(); }; // THISBACK is not needed in c++11 world and could be replaced with lambda.

I saw your second post. You eliminated crash by not connecting callback - this is not the solution :)

Klugier
