Subject: BUG Access violation when closing FileSel
Posted by Maginor on Thu, 22 Dec 2022 12:35:13 GMT
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Hi, I get the following bug when I click OK on a FileSel. It only seems to happen if the rest of the function after ExecuteOpen() takes a long time, and it does not happen consistently. ExcecuteOpen() is called inside a callback function attached to a toolbar button.

As you can see, the call stack does not involve any user code, and I get the same bug in two different ultimate++ applications that have fairly different user code.
If I make a PromptOK() call right after ExecuteOpen() and before the rest of the function is executed, the crash does not happen.

I am getting this both with ClangX64 and MSVCx64 compilation setups (Windows 10).

The lambda in the call stack is the following one inside DisplayPopup.cpp, DisplayPopup::Set(...)
popup->WhenClose << [=] { PostCallback([=] { popup.Clear(); }); };

File Attachments
1) bug.png, downloaded 335 times