
Subject: Re: 2022.3rc4

Posted by [lindquist](#) on Sat, 24 Dec 2022 10:08:22 GMT

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Bug with drag and drop and TabBar.

The following program, lets you drag an icon from the main window.

When doing so, as the dragging passes over hte TabBar, the program crashes:

```
#include <CtrlLib/CtrlLib.h>
#include <TabBar/TabBar.h>

using namespace Upp;

struct DragTabBug : TopWindow {
    TabBar tabs;
    DragTabBug() {
        AddFrame(tabs);
    }
    void LeftDrag(Point p, dword keyflags) override {
        Image i = CtrlImg::new_doc();
        VectorMap<String, ClipData> clip;
        Append(clip, i);
        DoDragAndDrop(clip, i);
    }
};

GUI_APP_MAIN
{
    DragTabBug win;
    win.Run();
}
```

ie. Click and drag the background, while dragging, move the cursor across the tabbar.
