Subject: TabCtrl raises Assert in Array [BUG]
Posted by fallingdutch on Sat, 04 Nov 2006 23:41:57 GMT
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the following code of Accept in TabCtrl assumes that a Tab is present, but what if no tab was added to the TabCtrl?

```
bool TabCtrl::Accept() {
  int ii=Get(); //ii is -1 if no Tab is present
  if(accept_current)
    return !tab[ii].slave || tab[ii].slave->Accept(); //-1 in Array raises Assertion
  for(int i=0;i<tab.GetCount();i++) {
    //in here no Problems at all
  }
  Set(ii); //-1 will make troubles here, too
  return true;
}
```

so what about adding these lines before everything:

```
if(!tab.GetCount())
  return true;
```

Bas