
Subject: Re: [BUG] TabDlg crashes the application
Posted by [victorb](#) on Mon, 19 Mar 2007 19:27:07 GMT
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I trace it down to

```
Value sChOp(Draw& w, const Rect& r, const Value& v, int op)
{
    Value q;
    for(int i = sChps().GetCount() - 1; i >= 0; i--) {
        q = (*sChps()[i])(w, r, v, op);
        if(!IsNull(q))
            break;
    }
    return q;
}
```

No more time for today... We'll see tomorrow!
