I finally found the issue in TabCtrl.cpp around l. 180

```
ChPaint(w, r,
 (tab.GetCount() == 1 ? style->both : i == 0 ? style->first :
  i == tab.GetCount() - 1 ? style->last : style->normal)
 [(!IsEnabled() || !t.enabled ? CTRL_DISABLED :
   phase?CTRL_PRESSED:
    i == hot?CTRL_HOT:CTRL_NORMAL)]
);
```

I don't know why but the compiler seems to dislike this writting... it could be fixed by rewritting the code as

```
int idx;
ChPaint(w, r,
 (tab.GetCount() == 1 ? style->both : i == 0 ? style->first :
  i == tab.GetCount() - 1 ? style->last : style->normal)
 [idx = (!IsEnabled() || !t.enabled ? CTRL_DISABLED :
   phase?CTRL_PRESSED:
    i == hot?CTRL_HOT:CTRL_NORMAL)]
```

Is it a compiler issue ? I am using 3.4.2 (delivered with Upp) could someone give it a try with an other version ?

Thanks,
Victor