
Subject: Re: [BUG] TabDlg crashes the application
Posted by [victorb](#) on Mon, 19 Mar 2007 22:50:37 GMT
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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 rewriting 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
