

Subject: Button in Array segfault
Posted by [Alboni](#) on Sat, 21 Sep 2019 13:57:31 GMT
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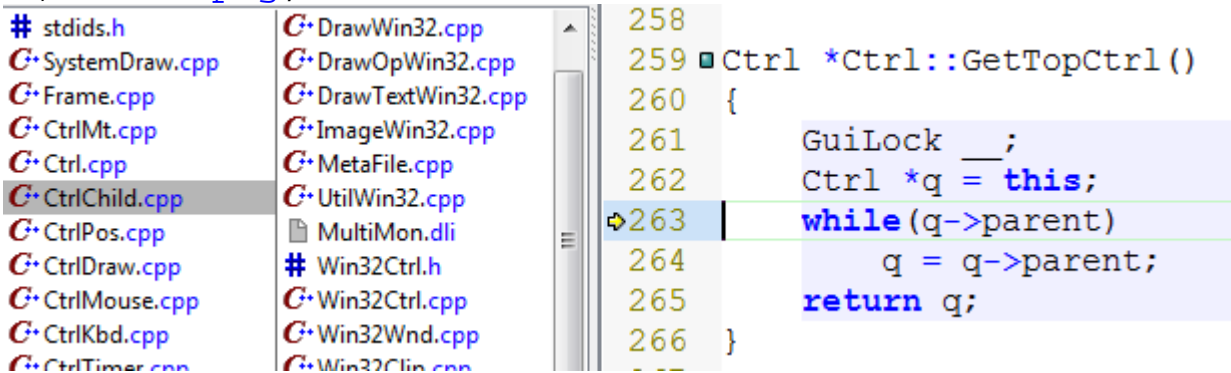
Hello, my application crashes if a button click in an ArrayCtrl leads to the line in which the button was clicked being deleted.

Upp v 13389, windows 7 64 bit, msvc19 32 bit build. Same in Linux.

Example included.

File Attachments

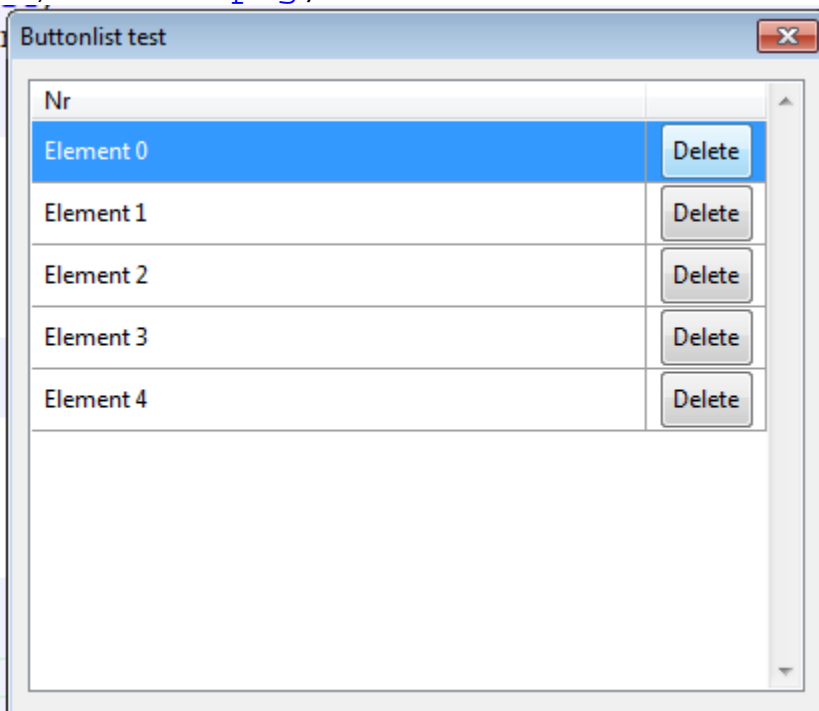
1) [crash.png](#), downloaded 568 times



```
# stdids.h
SystemDraw.cpp
Frame.cpp
CtrlMt.cpp
Ctrl.cpp
CtrlChild.cpp
CtrlPos.cpp
CtrlDraw.cpp
CtrlMouse.cpp
CtrlKbd.cpp
CtrlTimer.cpp
DrawWin32.cpp
DrawOpWin32.cpp
DrawTextWin32.cpp
ImageWin32.cpp
MetaFile.cpp
UtilWin32.cpp
MultiMon.dli
Win32Ctrl.h
Win32Ctrl.cpp
Win32Wnd.cpp
Win32Clip.cpp

258
259 Ctrl *Ctrl::GetTopCtrl()
260 {
261     GuiLock __;
262     Ctrl *q = this;
263     while (q->parent)
264         q = q->parent;
265     return q;
266 }
```

2) [crash2.png](#), downloaded 538 times



3) [ButtonlistTest.zip](#), downloaded 300 times

Subject: Re: Button in Array segfault

Posted by [Alboni](#) on Sat, 21 Sep 2019 14:46:50 GMT

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Never mind, I used the wrong callback in the button.
