
Subject: Add Button crashes program on start
Posted by [jimlef](#) on Sun, 20 Sep 2020 20:48:25 GMT
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I have the following code:

invoices.lay:

```
LAYOUT(CustomersWindowLayout, 1112, 476)
  ITEM(SqlArray, CustArray, SetFrame(ThinInsetFrame()).LeftPosZ(436, 656).TopPosZ(28, 420))
  .
  .
  .
  ITEM(Button, btnAddCustomer,
  SetLabel(t_("Add")).SetFont(SansSerifZ(16)).SetFrame(ButtonFrame()).LeftPosZ(24,
  88).TopPosZ(352, 28))
END_LAYOUT
```

customers.cpp:

```
CustomersWindow::CustomersWindow() {
  String DBFile;
  String configfile = ConfigFile();
  CtrlLayout(*this, "Customers");
```

```
  btnAddCustomer <=< THISBACK(btnAddCustomerClick); // <-- only line added in this function
  since last successful run
```

...

```
void CustomersWindow::btnAddCustomerClick()
{
  PromptOK("Click Add");
  return;
}
```

customers.h:

```
struct CustomersWindow : WithCustomersWindowLayout<TopWindow>
{
  String GetOutputDirectory();
  String SelectDB();

  String DBFile;
  String OutputDirectory;
  String configfile = ConfigFile();
  String cfg;

  FileSel selectdbwin;
  FileSel selectodirwin;
```

```
public:
typedef CustomersWindow CLASSNAME;
CustomersWindow();
void btnAddCustomerClick();
void Paint ( Draw& w )
{
    w.DrawRect ( GetSize(), Color ( 204, 255, 255 ) ); // <= enter your background color here
}

};
```

Every time I try to run this, I get:

The only change is adding this callback function in the places shown.
I can't find a thing wrong with the code, any suggestions?

Running current stable release (14429) installed from dpkg on Linux Mint (2020).

Thank you!

File Attachments

1) [crash.png](#), downloaded 550 times

Subject: Re: Add Button crashes program on start
Posted by [jimlef](#) on Sun, 20 Sep 2020 20:52:25 GMT
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By commenting out:
// btnAddCustomer <=< THISBACK(btnAddCustomerClick);

I eliminate the crash btw...

Subject: Re: Add Button crashes program on start
Posted by [Klugier](#) on Sun, 20 Sep 2020 21:48:01 GMT
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Hello Jim,

I can not reproduce this on the latest nightly build. Could you try to test with nightly? You can download it from our download page. On the other hand it might be due to some other code that we are not aware at this moment.

Here is my example:

```
// main.cpp
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <Gui16/dlg.lay>
#include <CtrlCore/lay.h>

struct MyApp : public WithDlgLayout<TopWindow> {
    MyApp() {
        CtrlLayout(*this, "MyDialog");

        btn << [=] { onClick(); };
    }

    virtual void Paint(Draw& w) override {
        w.DrawRect(GetSize(), Color(204, 255, 255));
    }

    void onClick() {
        PromptOK("Click Add");
    }
};

GUI_APP_MAIN
{
    MyApp().Run();
}

// dlg.lay
LAYOUT(DlgLayout, 208, 64)
ITEM(Label, dv___0, SetLabel(t_("Label")).LeftPosZ(8, 36).TopPosZ(8, 19))
ITEM(EditString, text, LeftPosZ(48, 92).TopPosZ(8, 19))
ITEM(Option, option, SetLabel(t_("Option")).LeftPosZ(8, 108).TopPosZ(32, 15))
ITEM(Button, btn, SetLabel(t_("asdasd")).SetFrame(ButtonFrame()).LeftPosZ(124,
56).TopPosZ(40, 15))
END_LAYOUT
```

Some code improvements you could apply:

virtual void Paint(Draw& w) override // virtual override is a nice addition - this will check that you

indeed overriding this method

```
{  
    w.DrawRect(GetSize(), Color ( 204, 255, 255 )); // <= enter your background color here  
}
```

btnAddCustomer << [=] { btnAddCustomerClick(); }; // THISBACK is not needed in c++11 world and could be replaced with lambda.

I saw your second post. You eliminated crash by not connecting callback - this is not the solution :)

Klugier

Subject: Re: Add Button crashes program on start
Posted by [jimlef](#) on Sun, 20 Sep 2020 23:07:49 GMT
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I tried the 15100 nightly as you suggest, it doesn't successfully compile my code, showing an error of:

/home/james/upp/uppsrc/Core/Fn.h (129): error: no viable overloaded '=' .

Very strange, as I compiled and ran your sample without a problem on both the stable and nightly versions.

So, I commented out the sql code that follows, and suddenly all compiled and ran. I added lines back in one or a few at a time, and now with none of the code commented out, it compiles and runs.

Thank you for your help with the language, I'm new at that obviously LOL but now it's working, on the stable build. Going to stub out the rest and see what happens.

Subject: Re: Add Button crashes program on start
Posted by [jimlef](#) on Mon, 21 Sep 2020 00:04:21 GMT
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And here's the fully "stubbed out" working code:

```
#include "Invoices.h"  
#include "customers.h"
```

```
#define SCHEMADIALECT <plugin/sqlite3/Sqlite3Schema.h>  
#include "Sql/sch_source.h"
```

```

CustomersWindow::CustomersWindow() {
    String DBFile;
    String configfile = ConfigFile();
    CtrlLayout(*this, "Customers");
    btnAddCustomer << [=] { btnAddCustomerClick(); }; // THISBACK is not needed in c++11 world
    and could be replaced with lambda.
    btnSearchCustomer << [=] { btnSearchCustomerClick(); }; // THISBACK is not needed in c++11
    world and could be replaced with lambda.
    btnUpdateCustomer << [=] { btnUpdateCustomerClick(); }; // THISBACK is not needed in c++11
    world and could be replaced with lambda.
    if(FileExists(configfile))
    {
        VectorMap<String, String> cfg = LoadIniFile(configfile);
        DBFile = cfg.Get("DBFile", Null);
    }
    else {
        DBFile = SelectDB();
    }
    SQL;
    Sqlite3Session sqlite3;
    if(!sqlite3.Open(DBFile)) {
        Exclamation("Can't create or open database file\n");
        return;
    }
    SQL = sqlite3;
    SqlId Customers("Customers"), id("id"), name("name"), email("email"), contact("contact"),
    address("address"), city("city"), state("state"), zip("zip"), taxable("taxable");

    CustArray.SetTable(Customers);

    CustArray.AddKey(id);
    // CustArray.Join(BOOK_ID, book); // joins id from other db to this id
    CustArray.AddColumn(name, "Name"); // .SetConvert(DateIntConvert());
    CustArray.AddColumn(email, "Email"); // .SetConvert(DateIntConvert());
    CustArray.AddColumn(contact, "Phone");
    CustArray.AddColumn(address, "Address");
    CustArray.AddColumn(city, "City");
    CustArray.AddColumn(state, "State");
    CustArray.AddColumn(zip, "Zip");
    CustArray.AddColumn(taxable, "Taxable?");
    CustArray.ColumnWidths("40 40 20 50 20 15 10 5");
    CustArray.SetOrderBy(id);

    Sql sql(sqlite3);
    sql.Execute("select * from Customers");

    while(sql.Fetch())

```

```

    CustArray.Add(sql);
// CustArray.WhenBar
CustArray.WhenLeftDouble = [=] { EditRow(); };

    CustArray.GoEndPostQuery();
}

void CustomersWindow::btnAddCustomerClick()
{

    PromptOK(__func__);
}

void CustomersWindow::btnUpdateCustomerClick()
{
    PromptOK(__func__);
}

void CustomersWindow::btnSearchCustomerClick()
{
    PromptOK(__func__);
}

void CustomersWindow::EditRow()
{
    PromptOK(__func__);
}

String CustomersWindow::SelectDB()
{
    selectdbwin.Type(t_("Invoices DB"), "*.jts");
    if(!selectdbwin.ExecuteOpen(t_("Select DB File")))
    {
        return "";
    }
    /*
from http://leonardoce.interfree.it/leowiki.html "simple configfile"
*/
    cfg << "DBFile=" << selectdbwin.Get() << "\n";
    if(!SaveFile(ConfigFile(), cfg))
    {
        Exclamation("Error saving configuration!");
    }
    return selectdbwin.Get();
}

```
