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Subject: BUG Access violation when closing FileSel  
Posted by [Maginor](#) on Thu, 22 Dec 2022 12:35:13 GMT  
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Hi, I get the following bug when I click OK on a FileSel. It only seems to happen if the rest of the function after ExecuteOpen() takes a long time, and it does not happen consistently.  
ExecuteOpen() is called inside a callback function attached to a toolbar button.

As you can see, the call stack does not involve any user code, and I get the same bug in two different ultimate++ applications that have fairly different user code.  
If I make a PromptOK() call right after ExecuteOpen() and before the rest of the function is executed, the crash does not happen.

I am getting this both with ClangX64 and MSVCx64 compilation setups (Windows 10).

The lambda in the call stack is the following one inside DisplayPopup.cpp, DisplayPopup::Set(...)  
popup->WhenClose << [=] { PostCallback([=] { popup.Clear(); }); };

#### File Attachments

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1) [bug.png](#), downloaded 353 times

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Subject: Re: BUG Access violation when closing FileSel  
Posted by [Maginor](#) on Mon, 13 Mar 2023 12:53:15 GMT  
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This has now been fixed in the latest update.

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