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Subject: TabCtrl.WhenSet is called when app closes  
Posted by [pvictor](#) on Tue, 05 Mar 2024 06:40:02 GMT  
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Hi!

Here's a testcase:

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

```
using namespace Upp;
```

```
struct Tab0: ParentCtrl {  
    Button bt;  
    Tab0() { Add(bt.SetLabel("Bt 0").LeftPos(10,100).TopPosZ(10,20)); }  
};
```

```
struct Tab1: ParentCtrl {  
    Button bt;  
    Tab1() { Add(bt.SetLabel("Bt 1").LeftPos(10,100).TopPosZ(10,20)); }  
};
```

```
struct Tab2: ParentCtrl {  
    Button bt;  
    Tab2() { Add(bt.SetLabel("Bt 2").LeftPos(10,100).TopPosZ(10,20)); }  
};
```

```
struct Test: TopWindow {  
    TabCtrl Tabs;  
    Tab0 tab0;  
    Tab1 tab1;  
    Tab2 tab2;  
    Test() {  
        SetRect(0, 0, 640, 480);  
        Add(Tabs.SizePos());  
        Tabs.Add(tab0.SizePos(), "Tab 0");  
        Tabs.Add(tab1.SizePos(), "Tab 1");  
        Tabs.Add(tab2.SizePos(), "Tab 2");  
        Tabs.WhenSet = [this] {  
            switch (Tabs.Get()) {  
                case 0: ErrorOK("Tab 0"); break;  
                case 1: ErrorOK("Tab 1"); break;  
                case 2: ErrorOK("Tab 2");  
            }  
        };  
        // WhenClose = [this] { Tabs.WhenSet=NULL; Close(); }; // this helps to prevent unwanted events  
    }  
};
```

```
GUI_APP_MAIN {  
    Test().Run();  
}
```

When closing the window, I at first get three WhenSet events (one for each tab).  
This happens both on Windows and Linux.

Best regards,  
Victor

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Subject: Re: TabCtrl.WhenSet is called when app closes  
Posted by [koldo](#) on Sun, 10 Mar 2024 21:01:14 GMT  
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Hi Victor

I am surprised. I have reduced your sample to the minimum, but I cannot answer why  
TabCtrl::WhenSet() is called when the window is closed.  
I would be grateful if someone could lend a hand.

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

```
using namespace Upp;
```

```
struct Test: TopWindow {  
    TabCtrl tabs;  
    StaticRect tab0, tab1;  
    Test() {  
        Add(tabs.SizePos());  
        tabs.Add(tab0.SizePos(), "Tab 0");  
        tabs.Add(tab1.SizePos(), "Tab 1");  
        tabs.WhenSet = [&] {PromptOK(Format("Tab %d set", tabs.Get()));};  
    }  
};
```

```
GUI_APP_MAIN {  
    Test().Run();  
}
```

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Subject: Re: TabCtrl.WhenSet is called when app closes  
Posted by [koldo](#) on Mon, 11 Mar 2024 07:45:39 GMT  
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Hi Victor

As I didn't understand what was going on, I looked at what I had done in my programmes. The trick is to add the `RejectBreak()` as indicated in your `Close()`:

```
virtual void Close() {  
    RejectBreak(IDOK);  
    TopWindow::Close();  
}
```

I always do this, to prevent a blank field (an `EditInt` for example) from blocking the program from closing.

To Mirek: The problem with the program is that in `TopWindow::Close()`, `Ctrl::InLoop()` returns true, and then, `TopWindow::DefaultBreak()` calls `AcceptBreak(IDOK)`. This calls `TopWindow::Accept()` of all children. And as `TabCtrl::Accept()` calls the `Set()` of all children, the `WhenSet` is activated...

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