Subject: TabCtrl raises Assert in Array [BUG]
Posted by fallingdutch on Sat, 04 Nov 2006 23:41:57 GMT
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the following code of Accept in TabCtrl assumes that a Tab is present, but what if no tab was added to the TabCtrl?

```
bool TabCtrl::Accept() {
   int ii=Get(); //ii is -1 if no Tab is present
   if(accept_current)
      return !tab[ii].slave || tab[ii].slave->Accept(); //-1 in Array raises Assertion
   for(int i=0;i<tab.GetCount();i++) {
      //in here no Problems at all
   }
   Set(ii); //-1 will make troubles here, too
   return true;
}
```

so what about adding these lines before everything:

```
if(!tab.GetCount())
   return true;
```

Bas

Subject: Re: TabCtrl raises Assert in Array [BUG]
Posted by mirek on Sun, 05 Nov 2006 08:59:02 GMT
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Well, this is very rare case, but you are right - correct is to test here. Applied.

Mirek

Subject: Re: TabCtrl raises Assert in Array [BUG]
Posted by fallingdutch on Sun, 05 Nov 2006 09:26:56 GMT
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luzr wrote on Sun, 05 November 2006 09:59Well, this is very rare case, but you are right - correct is to test here. Applied.

But I had that case

Bas