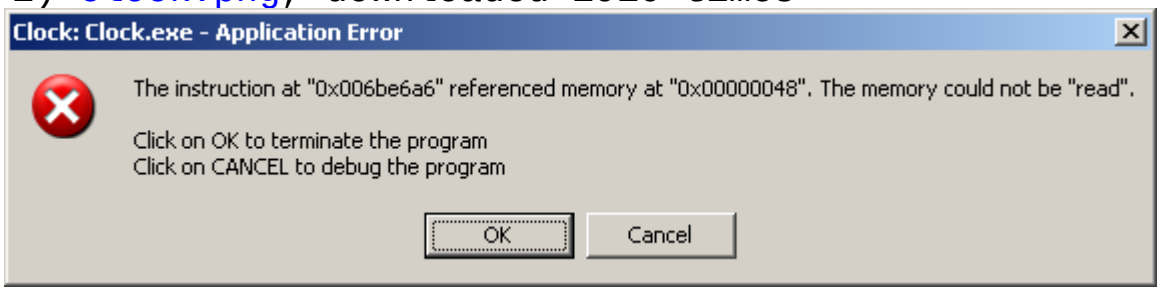
Subject: TopWindow childless Clock example [BUG][FIXED]
Posted by hribek on Thu, 09 Feb 2006 10:27:44 GMT
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WinXP(or 98), upp 511 MinGW bundled, Analog clock hello world example. Build it, execute it. Everything OK. And then press the [down] key on your keyboard. It cause a memory error of the clock example.

File Attachments

1) clock.png, downloaded 1910 times



Subject: Re: Clock example bug
Posted by hribek on Thu, 09 Feb 2006 12:44:39 GMT
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Or try AnimatedHello or Color example. Or probably any other UPP program with main frame without child windows (buttons, menu, ...).

Subject: Re: Clock example bug
Posted by hribek on Thu, 09 Feb 2006 12:48:37 GMT
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```
bool TopWindow::Key(dword key, int count)
{
 if(Ctrl::Key(key, count))
  return true;
 if(IsChild()) return false;
 if(key == K_DOWN || key == K_RIGHT || key == K_TAB) {
  Ctrl *ctrl = GetFocusChildDeep();
  if(ctrl && IterateFocusForward(ctrl, this))
   return true;
  if(GetFirstChild()->SetWantFocus())
```

BUG BUG BUG GetFirstChild() probably return NULL

Subject: Re: Clock example bug
Posted by mirek on Thu, 09 Feb 2006 19:11:33 GMT
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Indeed!

Thank you. It is amazing for how long this went unnoticed (there is not too many childless windows in real programming I guess...)

Fixed.

Mirek