Subject: [BUG - FIXED] Add() crashes system
Posted by Mindtraveller on Mon, 20 Aug 2007 11:17:59 GMT
View Forum Message <> Reply to Message

Short description: second call to TabCtrl::Add() causes system crash on Windows XP.

Steps:
1) Adding TabCtrl control to TopWindow with layout.
2) Adding some event (i.e. button push) to create new tab in TabCtrl control.
3) Event calls TabCtrl::Add()
4) Compiling, executing application
5) On SECOND button push system crashes.

Sample code:
```
void MainWindow::OnNewTab()
{
 tabs.Add();
 tabs.Refresh();
}
```

It is something obviously with Add(), because the same code with a call to Add(const char *)
causes NO crash:
```
void MainWindow::OnNewTab()
{
 tabs.Add("12345");
 tabs.Refresh();
}
```

Subject: Re: [BUG] Add() crashes system
Posted by mirek on Mon, 20 Aug 2007 18:26:36 GMT
View Forum Message <> Reply to Message

Wow, do I understand well that it causes XP to crash for you as well?

That is really something

Going to investigate.

Mirek

Subject: Re: [BUG] Add() crashes system
Posted by mirek on Mon, 20 Aug 2007 18:39:30 GMT
View Forum Message <> Reply to Message

luzr wrote on Mon, 20 August 2007 14:26Wow, do I understand well that it causes XP to crash for

you as well?

That is really something

Going to investigate.

Mirek

Well, the fix is trivial:

```
TabCtrl::Item& TabCtrl::Add()
{
 Item& t = tab.Add();
 t.owner = this;
 if(sel < 0)
  Set(0);
 Layout(); //<<<<<<<<<<<< this was missing...
 return t;
}
```

and the reason why it has crashed XP is that there were some pretty bad numbers going into GDI, as the tab had wrong layout.. (obviously, M$ should take better care there, it looks like another vulnerability).

I have also added Refresh at the end of Layout (so that you do not have to do it manually, that was a bug too).

Mirek

Subject: Re: [BUG] Add() crashes system
Posted by Mindtraveller on Mon, 20 Aug 2007 19:18:52 GMT
View Forum Message <> Reply to Message

Well, that`s great!
Thanks, Mirek!

P.S. Just found brand new fast resetting technique!