
Subject: [BUG - FIXED] Add() crashes system
Posted by [Mindtraveller](#) on Mon, 20 Aug 2007 11:17:59 GMT
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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
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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
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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
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Well, that`s great!
Thanks, Mirek!

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