Subject: Question and problems around TabCtrl
Posted by mubeta on Thu, 22 Jul 2010 20:12:23 GMT
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Hi all,
Windows XP 32 + SP3; MSC9; U++ 2467.

Using TabCtrl with an array of same layout I have this problem:

```
//main.h

Array<WithlDevice<ParentCtrl> > layer;
TabCtrl              tab;

//main.cpp

void App::DoSomething_1(void)
{
  for(int i=0; i<5; i++) {
    CtrlLayout(layer.At(i));
    tab.Add(layer.At(i).SizePos(), AppImg::...(), t_("..."));
  }
}

void App::DoSomething_2(void)
{
  for(int z = tab.GetCount() - 1; z > 0; z--) tab.Remove(z);
  tab.ClearFrames();
  tab.GetItem(0).SetImage(Nuller()).Text("");
  layer.Clear();
}
```

First step:
Calling DoSomething_1() the application will add 5 tabs and all work fine.

Second step:
Calling DoSomething_2() the application will remove 4 of 5 tabs. (Using Reset() result in a system crash, the system crash also if trying to remove alla the 5 tabs).

Third step:
Calling DoSomething_1() again result in a system crash at the line: tab.Add(....);

Questions:
1) It is correct that tab.Reset() result in a system crash? I must leave one tab ?
2) Adding new tabs after remove is not possible?

3) Can be windows problem? or compiler?

Note that the posted code it's only an abstract.
Thanks a lot.

Subject: Re: Question and problems around TabCtrl
Posted by mirek on Fri, 23 Jul 2010 09:24:20 GMT
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mubeta wrote on Thu, 22 July 2010 16:12Hi all,
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  }
}

void App::DoSomething_2(void)
{
  for(int z = tab.GetCount() - 1; z > 0; z--) tab.Remove(z);
  tab.ClearFrames();
  tab.GetItem(0).SetImage(Nuller()).Text("");
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}
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First step:
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Thanks a lot.

I might be wrong, but it looks like in DoSomething_2 you do layer.Clear(); while layer[0] is still part of TabCtrl. I believe this is the cause of troubles.

Subject: Re: Question and problems around TabCtrl
Posted by mubeta on Fri, 23 Jul 2010 09:54:35 GMT
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I found the cause, but I need a long time for follow all the codes:

So:
After add an tab, I also set a callback to WhenSet:

tab.WhenSet << THISBACK(foo);

foo get information from tab, so, when tab.Reset() is destroing the last one, (tab.Reset() method call again WhenSet() before to return), I get the crash.

WhenSet() is called again, at the second time adding loop, in this case it's really dangerous, because all the need vars are not ready.

So, in fact:
First step: adding tabs all is ok, because WhenSet is empty.
Second step: assign a callback to WhenSet.
Third step: resetting the tab result in a crash because Reset() also call WhenSet(), and in MY CASE is not good.
Third step: adding new tabs result in a crash becase WhenSet is assigned but my vars are not ready.

So, now the problem is: how to remove the WhenSet callback??
tab.WhenSet << 0; (compiler error)
tab.WhneSet = 0; (compiler error)
tab.WhenSet << CNULL; (compiler error)
tab.WhenSet << Callback::Empty(); (ok for compiler, but nothing change in the application. the callback in fact is not cleared).

uff.

I only need to be able to remove the WhenSet callback some times.