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Subject: Crash on ToolTip painting

Posted by [dolik.rce](#) on Mon, 13 Sep 2010 16:00:43 GMT

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I've come to a problem where painting tooltip crashes the application with invalid memory access message. It only happens after I open and close a dialog within my app.

Simple testcase:#include <CtrlLib/CtrlLib.h>  
using namespace Upp;  
#define IMAGECLASS Img  
#define IMAGEFILE <CtrlLib/Ctrl.iml>  
#include <Draw/iml.h>

```
struct Dlg : TopWindow{  
    Button b;  
  
    typedef Dlg CLASSNAME;  
  
    Dlg() {  
        Title("Dialog").Sizeable();  
        SetRect(0,0,300,200);  
        Add(b.TopPos(10,20).LeftPos(10,100));  
        b.SetLabel("OK");  
        b<<=THISBACK(DoStuffAndExit);  
    }  
};
```

```
void DoStuffAndExit(){  
    Hide();  
    Progress p;  
    p.SetText("Pretending work...");  
    for(int i=0;i<100;i++){  
        Sleep(25);  
        p.Step();  
    }  
    Close();  
}
```

```
};  
  
struct App : TopWindow {  
   ToolBar tool;
```

```
    typedef App CLASSNAME;
```

```
    App() {  
        Title("My application with bars").Sizeable();  
        AddFrame(tool);  
        tool.Set(THISBACK(TBar));  
    }
```

```
void MenuFn() {
    Dlg().Execute();
}
void TBar(Bar& bar) {
    bar.Add("Function", Img::open(), THISBACK(MenuFn));
}
};
```

GUI\_APP\_MAIN {

App().Run();

}

Steps to trigger the crash:

- 1) Click the icon on the toolbar.
- 2) Click "OK" button on the dialog.
- 3) Put the mouse above the icon on toolbar for a while to get the tooltip.

The app crashes even before the tooltip is displayed.

Environment: Linux, GCC 4.5.1, flags GUI MT

Now the question is what am I doing wrong? Any hints are more then welcome...

Best regards,

Honza

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Subject: Re: Crash on ToolTip painting

Posted by [mirek](#) on Wed, 13 Oct 2010 21:50:38 GMT

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Nasty... Hopefully fixed.

Mirek

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