Subject: bug: declaring widget as global
Posted by luoganda on Wed, 19 Apr 2017 09:20:03 GMT
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This is from fatal error dialog:
Assertion failed in .../uppsrc/CtrlCore/Ctrl.cpp, line 570,
GUI widgets cannot be global variables

All 4 variants does not work,
this in on linux 64,gcc

```
CodeEditor& codeedit = Single<CodeEditor>();

CodeEditor& _gce(){static CodeEditor _;return _;}
CodeEditor& gcedit=_gce();

struct Globs{
 CodeEditor gcedit;
}globs;

One<CodeEditor> _gcedit=MakeOne<CodeEditor>();
CodeEditor *gcedit=_gcedit.Get();
```

... the only thing that works is declaring it as usual in some TopWindow class

Subject: Re: bug: declaring widget as global
Posted by mirek on Wed, 19 Apr 2017 13:37:53 GMT
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The key is not to construct the object before GUI_APP_MAIN starts. The reasons are technical and hard to overcome.