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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

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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.

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