

U++ - Bug #1598

TabBar middle mouse tab close bug

01/03/2017 11:40 AM - cbpporter cbpporter

Status:	Approved	Start date:	01/03/2017
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	IDE	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
<p>Using the middle mouse in TabCtrl closes a tab, as expected.</p> <p>But, tab closing + CancelClose is often used for prompt ("Are you sure you want to close the file?").</p> <p>If the callbacks are used to prompt the user with a GUI, the mouse movements of the user will inadvertently change the highlight that TabCtrl thinks it has and the highlight will be different before the prompt and after.</p> <p>Fix with comments detailing issue:</p> <pre>void TabBar::MiddleDown(Point p, dword keyflags) {     if (highlight &gt;= 0)     {         Value v = tabs[highlight].key;         ValueArray vv;         vv.Add(v);         // highlight has some value here         int highlightBack = highlight;         if (!CancelClose(v) &amp;&amp; ! CancelCloseSome(vv)) {             // highlight can be changed by the prompt. When reading "v", it can be invalid. I use the value from before the prompt to fix             it             Value v = tabs[highlightBack].key;             // 2014/03/06 - FIRST the callbacks, THEN remove the tab             // otherwise keys in WhenCloseSome() are invalid             WhenClose(v);             WhenCloseSome(vv);             TabClosed(v);             Close(highlightBack);         }     } }</pre> <p>Without fix: can crash.</p>			

History

#1 - 01/25/2017 11:23 AM - Miroslav Fidler

- Status changed from New to Approved