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Subject: Re: TabBar. Uninitialized member

Posted by [Mindtraveller](#) on Wed, 08 Apr 2009 23:41:00 GMT

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One more little bug. Happens when all the tabs are closed and after that parent window is being closed. Parent window invokes `Accept()` for all the children, and `TabBar::GetData()` is called. Due to one can't set `TabBar::SetCursor(-1)` before all it's tabs are closed, `TabBar` tries to `Get(0)` and fails with `ASSERT`.

There are many ways to correct this. The simplest one is checking if there are any tabs in `TabBar` before trying to `Get` anything:

`TabBar.h`, line 268:

```
virtual Value GetData() const { return HasCursor() ? Get(active) : Value(); }
```

change with:

```
virtual Value GetData() const { return (GetCount() && HasCursor()) ? Get(active) : Value(); }
```

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