
Subject: TabCtrl.WhenSet is called when app closes
Posted by [pvictor](#) on Tue, 05 Mar 2024 06:40:02 GMT
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Hi!

Here's a testcase:

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
struct Tab0: ParentCtrl {  
    Button bt;  
    Tab0() { Add(bt.SetLabel("Bt 0").LeftPos(10,100).TopPosZ(10,20)); }  
};
```

```
struct Tab1: ParentCtrl {  
    Button bt;  
    Tab1() { Add(bt.SetLabel("Bt 1").LeftPos(10,100).TopPosZ(10,20)); }  
};
```

```
struct Tab2: ParentCtrl {  
    Button bt;  
    Tab2() { Add(bt.SetLabel("Bt 2").LeftPos(10,100).TopPosZ(10,20)); }  
};
```

```
struct Test: TopWindow {  
    TabCtrl Tabs;  
    Tab0 tab0;  
    Tab1 tab1;  
    Tab2 tab2;  
    Test() {  
        SetRect(0, 0, 640, 480);  
        Add(Tabs.SizePos());  
        Tabs.Add(tab0.SizePos(), "Tab 0");  
        Tabs.Add(tab1.SizePos(), "Tab 1");  
        Tabs.Add(tab2.SizePos(), "Tab 2");  
        Tabs.WhenSet = [this] {  
            switch (Tabs.Get()) {  
                case 0: ErrorOK("Tab 0"); break;  
                case 1: ErrorOK("Tab 1"); break;  
                case 2: ErrorOK("Tab 2");  
            }  
        };  
        // WhenClose = [this] { Tabs.WhenSet=NULL; Close(); }; // this helps to prevent unwanted events  
    }  
};
```

```
GUI_APP_MAIN {  
    Test().Run();  
}
```

When closing the window, I at first get three WhenSet events (one for each tab).
This happens both on Windows and Linux.

Best regards,
Victor
