Subject: Re: [BUG] TabDlg crashes the application
Posted by victorb on Mon, 19 Mar 2007 19:27:07 GMT
View Forum Message <> Reply to Message

I trace it down to

```
Value sChOp(Draw& w, const Rect& r, const Value& v, int op)
{
 Value q;
 for(int i = sChps().GetCount() - 1; i >= 0; i--) {
  q = (*sChps()[i])(w, r, v, op);
  if(!IsNull(q))
   break;
 }
 return q;
}
```

No more time for today... We'll see tomorrow!