
Subject: Bug in AddColumn of ArrayCtrl
Posted by [mikepol](#) on Wed, 29 Aug 2007 04:42:02 GMT
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Hi,

My application is crashing in the following situation:

I have a top main window with ArrayCtrl child. In the constructor of the window I post a callback to a member function of the main window:

PostCallback(THISBACK(func))

Where func is defined as follows:

```
void MainWindow::func()
{
    array_ctrl.AddColumn("COLUMN");
}
```

And this crashes my program. Is this a bug or am I just doing something illegal? I am using MINGW MT Shared Libs Optimal build configuration (Windows).
Thank you for any help.

Subject: Re: Bug in AddColumn of ArrayCtrl
Posted by [mirek](#) on Wed, 29 Aug 2007 07:47:11 GMT
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Hard to say - too little info. Please, post complete testcase (a zipped package directory which I can compile and crash..)

Mirek

Subject: Re: Bug in AddColumn of ArrayCtrl
Posted by [mikepol](#) on Wed, 29 Aug 2007 12:26:01 GMT
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Hi Mirek,

Sorry about that, I have included a complete package with a test case as zip file. Thanks.

File Attachments

1) [testcrash.zip](#), downloaded 344 times

Subject: Re: Bug in AddColumn of ArrayCtrl
Posted by [mrjt](#) on Wed, 29 Aug 2007 13:17:30 GMT
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Works in GCC with 708-dev2b.

Subject: Re: Bug in AddColumn of ArrayCtrl
Posted by [mirek](#) on Thu, 30 Aug 2007 20:34:28 GMT
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Interesting bug, thank you. You must have been the first to AddColumn using PostCallback

Quick Fix:

CtrlLib/HeaderCtrl.cpp 104:

```
HeaderCtrl::Column& HeaderCtrl::Add()
{
    oszcx = -1;
    return Tab(col.GetCount());
}
```

Mirek
