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Subject: Re: ArrayCtrl, pop-up menus, and mouse problems...

Posted by [tvanriper](#) on Fri, 11 Apr 2008 15:21:57 GMT

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Hrm... I may have found another bug related to this. Or maybe it's a separate bug, I'm not sure.

#### Environment

As mentioned in the previous message.

#### Steps to reproduce

Create a dialog with an ArrayCtrl (I used the layout tool for this, if that helps).

Call the functions as the message above.

Ensure the dialog has an Acceptor and Rejector for an OK and Cancel button.

Run the application, and bring up the dialog.

Right-click on the ArrayCtrl, to bring up the pop-up menu.

Hold the mouse pointer over the pop-up menu, and tap the ESC key, to close the pop-up menu.

Click on either the OK or Cancel button.

#### Expected result

Cancels or accepts the input, depending on the button you press.

#### Actual result

The dialog does not appear to do anything. The only way to close the dialog, at this point, is to click on the 'Close' button in the upper-right corner (the one on the title bar).

Keyboard accelerators for these buttons do not seem to make the button work, either.

I tried changing the buttons to call a custom function through THISBACK, and call Break() from within the custom function. It still fails to close the dialog. Debugging, I see that EndLoop gets called (within CtrlCore.h), but has no effect.

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