Subject: Re: RemoveChild(GLCtrl) --> 100% CPU Posted by mdelfede on Mon, 23 Jun 2008 18:04:37 GMT View Forum Message <> Reply to Message

kodos wrote on Mon, 23 June 2008 14:16Hi,

if I try to remove a GLCtrI with the RemoveChild method my program hangs and the task manager shows it's using 100% CPU time.

I have attached a test case.

Uhmmm... windows or linux ? I'm testing it right now on Linux and it works correctly..... I press test and glctrl disappears, no problems.

Max

Page 1 of 1 ---- Generated from U++ Forum