
Subject: Re: RemoveChild(GLCtrl) --> 100% CPU
Posted by [mirek](#) on Mon, 23 Jun 2008 19:11:52 GMT
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Thanks, confirmed a bug, fixed.

Quick fix:

```
void DHCtrl::State(int reason)
{
    switch(reason) {
    case OPEN:
        OpenHWND();
    default:
        SyncHWND();
        break;
    case CLOSE:
        CloseHWND();
        hwnd = NULL;
    }
}
```

Mirek
