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

[View Forum Message](#) <> [Reply to Message](#)

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
