Subject: gui crashes.
Posted by sapiency on Mon, 22 Dec 2008 00:49:34 GMT
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hi,

I use Refresh() at the end of the method where I create an Element in the Vector.

The Method Paint() of my Window I have overloaded and it looks if there are new elements in the Vector. If so it
clears the Tree and build it new. If I insert Elements in the Toolbar manually by clicking on the Button (very fast) the gui crashes. I'm using Refresh() because I want to see the changes directly after I insert a new element.

Any Idea how to avoid this?

the logfile ...:

[12/22/2008 01:29:08.542] DeviceTree::createDummyDevice()
[12/22/2008 01:29:09.722] DeviceTree::createDummyDevice()
[12/22/2008 01:29:09.1003] DeviceTree::createDummyDevice()
[12/22/2008 01:29:09.1103] DeviceTree::createDummyDevice()
[12/22/2008 01:29:09.1303] DeviceTree::createDummyDevice()
[12/22/2008 01:29:09.1464] DeviceTree::createDummyDevice()
[12/22/2008 01:29:09.1634] DeviceTree::createDummyDevice()
[12/22/2008 01:29:10.1794] DeviceTree::createDummyDevice()
[12/22/2008 01:29:10.1954] DeviceTree::createDummyDevice()
[12/22/2008 01:29:10.2104] DeviceTree::createDummyDevice()
[12/22/2008 01:29:10.2295] DeviceTree::createDummyDevice()
[12/22/2008 01:29:10.2465] DeviceTree::createDummyDevice()
[12/22/2008 01:29:10.2635] DeviceTree::createDummyDevice()
[12/22/2008 01:29:11.2795] DeviceTree::createDummyDevice()
[12/22/2008 01:29:11.2986] DeviceTree::createDummyDevice()
[12/22/2008 01:29:11.3196] DeviceTree::createDummyDevice()
[12/22/2008 01:29:11.3386] DeviceTree::createDummyDevice()
[12/22/2008 01:29:11.3557] DeviceTree::createDummyDevice()
[12/22/2008 01:29:12.3717] DeviceTree::createDummyDevice()
[12/22/2008 01:29:12.3897] DeviceTree::createDummyDevice()
Assertion failed in c:\upp\uppsrc\CtrlCore\Win32Proc.cpp, line 77
IsNull(sPainting)

regards

reinhard