
Subject: Re: gui crashes.

Posted by [sapiency](#) on Sat, 27 Dec 2008 22:38:55 GMT

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mrjt wrote on Mon, 22 December 2008 16:58I couldn't reproduce the problem with MSC8 on XP. I suspect the problem is caused by refilling the TreeCtrl in TopWindow::Paint. This should really be done when you add the new device, which would also make your code much shorter and cleaner.

I compiled it with the prebuild Release 643 ... No problems any more ...

But there are allways the same problems, even with the new example (see other post) with the Release 2008.1 (with mingw) from July

regards
reinhard
