
Subject: Re: codetip bug in the unbuntu9.04
Posted by [mirek](#) on Sun, 14 Jun 2009 09:48:03 GMT
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OK, another attempt:

```
void Ctrl::WndDestroy0()
{
    GuiLock __;
    LLOG("WndDestroy " << Name());
    if(!top || !isopen) return;
    AddGlobalRepaint();
    bool revertfocus = HasWndFocus();
    for(int i = 0; i < Xwindow().GetCount(); i++) {
        LOGBEGIN();
        XWindow& w = Xwindow()[i];
        if(Xwindow().GetKey(i) != None && w.owner == this && w.ctrl->IsOpen())
            w.ctrl->WndDestroy();
        LOGEND();
    }
    Ptr<Ctrl> owner;
    int i = Xwindow().Find(top->window);
    if(i >= 0) {
        XWindow& w = Xwindow()[i];
        owner = w.owner;
        w.invalid.Clear();
        if(w.xic)
            XDestroyIC(w.xic);
    }
    isopen = false;
    if(focusWindow == top->window)
        focusWindow = None;
    if(grabWindow == top->window)
        grabWindow = None;
    XDestroyWindow(Xdisplay, top->window);
    if(i >= 0) {
        Xwindow().SetKey(i, None);
        top->window = None;
        Xwindow()[i].ctrl = NULL;
    }

    if(revertfocus && owner)
        owner->TakeFocus();

    if(focusWindow) {
        int q = Xwindow().Find(focusWindow);
        if(q >= 0) {
```

```
XIC xic = Xwindow()[q].xic;  
XSetICFocus(xic);  
}  
}  
  
delete top;  
top = NULL;  
}
```

Works for me with SCIM activated. And, actually, seems quite logical: It looks like SCIM lost track of focus when windows are destroyed, above fix basically tells him where to send keystrokes...
