Subject: bug with displayPopUp with MT
Posted by cocob on Tue, 11 Aug 2009 14:32:45 GMT

I have some problems with my multithreaded app.

It seems to be related with tooltips when somes Ctrl are not totally initialized by the other thread.

For the moment i have solved my problems (crashs) with this fix.

LabelBase.cpp line 449:

```
void DisplayPopup::Paint(Draw& w)
{
 Rect r = GetSize();
 w.DrawRect(r, SColorPaper);
 if(display) display->PaintBackground(w, r, value, ink, paper, style);
 r.left += margin;
 if(display) display->Paint(w, r, value, ink, paper, style);
}
```