
Subject: Re: Menu losing 'focus' when building?

Posted by [Sender Ghost](#) on Mon, 05 Jul 2010 21:51:01 GMT

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Hello, Mirek.

I made following fixes to (partially) solve this problem.

Add declaration of Ide::ShowBottom function to uppsrc/ide/ide.h file after 719 line:

```
void ShowBottom(int i);
```

Change code of uppsrc/ide/ide.h file around 722 line for following functions:

```
void ShowConsole() { ShowBottom(1); }
void ShowConsole2() { ShowBottom(2); }
```

Add implementation of Ide::ShowBottom function to uppsrc/ide/Bottom.cpp file after 186 line:

```
void Ide::ShowBottom(int i)
{
    if(i == btabs.GetCursor() && IsBottomShown())
        return;
    SetBottom(i);
}
```

The main problem with Ide::SetBar function, which activates after each Ide::ShowConsole from Ide::PutConsole function.

Also Ide::SetBar function activates at the end of build process by Ide::SetIdeState function.

Changed files attached to this message.

File Attachments

1) [Changed_Files.zip](#), downloaded 265 times
