
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 284 times
