
Subject: Re: IDE debugger hangs on GuiMT example
Posted by [mdelfede](#) on Mon, 14 May 2012 18:50:20 GMT
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Better solution... I would say it's solved if/when a small helper code is embedded in Upp CtrlCore :

```
#ifdef _DEBUG
void _DBG_Ungrab(void)
{
    XUngrabPointer(Xdisplay, CurrentTime);
    XUngrabKeyboard(Xdisplay, CurrentTime);
    XFlush(Xdisplay);
}
#endif
```

In the meanwhile, if you need you can drop the following code somewhere in your debugged application :

```
NAMESPACE_UPP
#ifdef _DEBUG
void _DBG_Ungrab(void)
{
    XUngrabPointer(Xdisplay, CurrentTime);
    XUngrabKeyboard(Xdisplay, CurrentTime);
    XFlush(Xdisplay);
}
#endif
END_UPP_NAMESPACE
```

and you'll see that the problem is gone.
Gdb_MI2 will take care of mouse grabbing unlock every time the application is stopped.

Mirek, could you please add this one to CtrlCore ? I put into X11App.cpp, but any cpp inside CtrlCore should be good.

Ciao

Max
