Subject: WindowProc invoked while in Paint routine
Posted by NeilMonday on Mon, 22 Jul 2013 20:19:23 GMT
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Hello,

I have an error, and cannot track down the solution. My application keeps asserting on line 86 of Win32Proc.cpp:

ASSERT_(!painting, "WindowProc invoked while in Paint routine");

I imagine this is because something is taking a long time to paint, or because `painting` is not being set to false when it is done.

This happens when I check a checkbox on a custom control, but there is nothing in the stack trace that references one of my classes.

Here is the stack trace:

Upp::AssertFailed...
Upp::Ctrl::WindowProc(533, 0, 0)
Upp::TopWindow::WindowProc(533, 0, 0)
Upp::Ctrl::WindowProc(hWnd, 533, 0, 0)
Upp::Ctrl::Refresh(x=17129912, y=1997078640, cx=22383264, cy=0);
_|find(key=0, base=1056210...)

This _|find() entry shows up in the stack trace about 14 times and is then followed by more Upp::Ctrl and Upp::Callbacks.

I am not really sure what else to post, so let me know what other info you would like to see. I am a bit lost here.