Subject: Re: WindowProc invoked while in Paint routine
Posted by mirek on Mon, 29 Jul 2013 17:38:07 GMT

Well, this happens when you start message processing from Paint routine.

Typical example:

```
void MyApp::Paint(Draw& w)
{
   Progress pi;
   for(....) {
      pi.StepCanceled();
   }
}
```

The problem is that Win32 (not U++) does not handle this well, that is why it is checked.

While above example might seem obvious, I usually hit this error if Paint uses some sort of cached/lazy loaded data and loading of this data attempts to show the progress.

Mirek