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Subject: Re: Ctrl::ProcessEvent()  
Posted by [mubeta](#) on Fri, 20 Sep 2013 15:52:53 GMT  
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Maybe I solved my first problem.  
Originally the GUI application was called in this way:

```
GUI_APP_MAIN
{
    ..
    App().Run();
}
```

Now I change it to a little bit different code:

```
GUI_APP_MAIN
{
    ..
    App app;
    app.Run();
}
```

I don't now so well what is different of this two way. In fact when I start to write the application also the first way worked properly lot of time.

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