
Subject: Re: bug in toolbar

Posted by [bushman](#) on Sun, 16 Nov 2014 22:20:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mirek,

Source of bug isolated, but resolution still pending: crashes occur when ToolButton::Paint calls GetMouseLeft() (see Win32Proc.cpp #71) to see if left mouse button was pressed. For some (unknown) reason, the call to user32.dll GetKeyState function trips the crashes, which I could resolve completely by just returning false from GetMouseLeft():

// in ToolButton.cpp:

```
void ToolButton::Paint(Draw& w)
{
    ...

    int li = IsEnabled() ? HasMouse() ? GetMouseLeft() ? CTRL_PRESSED
        : checked ? CTRL_HOTCHECKED : CTRL_HOT
        : checked ? CTRL_CHECKED : CTRL_NORMAL
        : CTRL_DISABLED;
    ...
```

// in Win32Proc.cpp, around line 71:

```
// returning false here was enough to cease all crashes!!
bool GetMouseLeft() { return false; } //!(GetKeyState(VK_LBUTTON) & 0x8000); }
```

The point now is to find out why. I checked the Win SDK specs but couldn't get any clues. Any ideas?

tk!
