
Subject: Re: bug in toolbar

Posted by [bushman](#) on Mon, 01 Dec 2014 23:11:35 GMT

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Have been busy lately, sorry.

1. Added big Button (200 X 200) to GUI

```
class App : public TopWindow
{
public:
    typedef App CLASSNAME;
    ToolBar bar;
    Button btn;

    void DoNothing() {}

    void HandleBar(Bar& bar) {
        bar.Add("tip1", CtrlImg::copy(), THISBACK(DoNothing));
    }

    App()
    {
        Add(bar.HSizePos().TopPos(0, 30));
        bar.Set(THISBACK(HandleBar));
        btn.SetLabel("test").Tip("crash test");
        Add(btn.LeftPos(8, 200).TopPos(40, 200));
    }
};

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

and inserted for-loop below into Button::Paint

```
void Button::Paint(Draw& w)
{
    for(int i = 0; i < 10000; i++)
        GetMouseLeft();
    ...
}
```

App crashes right after mouse pointer either enters or leaves Button rect, while jiggling mouse pointer inside Button area is not a problem.
