
Subject: Re: bug in toolbar

Posted by [bushman](#) on Mon, 01 Dec 2014 23:24:24 GMT

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A fact: no crashes observed when checking IsPainting() before executing loop

```
void Button::Paint(Draw& w)
{
    if(!IsPainting())          // <- No Crashes!!
    for(int i = 0; i < 10000; i++)
        GetMouseLeft();
```

Hope it helps. Tks.
