
Subject: Re: bug in toolbar

Posted by [bushman](#) on Tue, 02 Dec 2014 02:43:46 GMT

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Patching Win32Proc.cpp line #71 with

```
bool GetMouseLeft() { AvoidPaintingCheck__(); return !(GetKeyState(VK_LBUTTON) & 0x8000); }
```

resolved the problem, in spite of having added loops like

```
for(int i = 0; i < 10000; i++)  
    GetMouseLeft();
```

to both ToolButton::Paint and Button::Paint. In other words, I was able to 'switch' problem on/off just by removing/adding patch above, respectively.

Just don't know about eventual (unforeseen) consequences (if any) of patch to Upp code as a whole...

tk!
