Subject: Re: bug in toolbar
Posted by mirek on Sat, 06 Dec 2014 17:27:07 GMT

kropniczki wrote on Tue, 02 December 2014 03:43Patching 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...

tks!

Ha! That actually makes some sense: It is possible that something in your Windows setup routes GetKeyState through Window proc for some reason...

Thanks!

Mirek