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Subject: Re: Debugger freezes

Posted by [slashupp](#) on Sun, 17 Jul 2016 11:55:47 GMT

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I've drilled deeper and found

```
gdk_pointer_ungrab(CurrentTime); in Ctrl::PanicMsgBox()
```

I then did:

```
#include <gdk/gdk.h>
```

and in my Paint()-routine added `gdk_pointer_ungrab(CurrentTime);` just before the breakpoint position.

This works and I can now debug.

Is this the right way of doing it?

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