
Subject: Re: Click problems in embedded controls in GTK mode

Posted by [Oblivion](#) on Thu, 06 Sep 2018 17:39:47 GMT

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Hello Massimo,

Can you provide any test code?

I use GTK (with Gnome 3.28.2, the latest nightly U++, and Linux 4.18.5, Radeon driver/RX 480), and it works fine. What is your setup?

Below code works fine here:

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

```
using namespace Upp;
```

```
class Test : public TopWindow {
```

```
    ArrayCtrl array;
```

```
public:
```

```
    typedef Test CLASSNAME;
```

```
    void ColorPusherFactory(int i, One<Ctrl>& ctrl)
```

```
    {
        ColorPusher& cp = ctrl.Create<ColorPusher>();
    }
```

```
    void DropListFactory(int i, One<Ctrl>& ctrl)
```

```
    {
        DropList& dl = ctrl.Create<DropList>();
        for(int i = 0; i < 4; i++)
            dl.Add(i, i);
        dl.SetIndex(0);
    }
```

```
    Test()
```

```
    {
        SetRect(0, 0, 640, 480);
        CenterScreen();
        Add(array.SizePos());
        array.AddColumn("DropLists").Ctrls(THISFN(DropListFactory));
        array.AddColumn("ColorPushers").Ctrls(THISFN(ColorPusherFactory));
        for(int i = 0; i < 10; i++) array.Add();
    }
};
```

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

Does this example give the same results on your machine(s)?

Best regards,
Oblivion
