
Subject: Re: BUG dialog does not close

Posted by [Oblivion](#) on Wed, 14 Nov 2018 09:00:42 GMT

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Hello slashupp,

That's because WhenPush is also called whenever a pusher has focus AND the left mouse is down. (See Pusher::LeftDown());.

Hence the freeze.

Still, this might be a bug though.

It has its uses, but given your test-case, you don't seem to need it. What you need to use is WhenAction()

```
btnTest.WhenAction = THISFN(OnTest);
```

Best regards,
Oblivion
