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Subject: Re: U++ bug (freezed screen) related to Dual Display

Posted by [Lance](#) on Sat, 08 Jun 2024 23:52:35 GMT

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I likely find a definite way to lead to a dual-monitor bug.

Get the second monitor ready, but don't actually plug it in yet. Make sure the dual display setting is set to join displays though.

1. Open theide, open an main package that will enable ScrollBar in the code editor, e.g., BlueBar.
2. Plug in the second monitor (e.g., through HDMI), wait until the second monitor is up;
3. Go back the theide with BlueBar, try to play with the ScrollBar on the code editor, say, click on upper, click on bottom, dragging, click on upper and hold, click on bottom and hold. One will observe the ScrollBar no longer functions normally.

PS: restarted my computer and confirmed the above procedure will break the ScrollBar. Not sure if it's the root cause of my problem but may well be related.

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