
Subject: Re: 2025.1rc4

Posted by [mirek](#) on Mon, 17 Mar 2025 08:11:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Novo wrote on Sun, 16 March 2025 23:05mirek wrote on Sun, 16 March 2025 04:37

Well, I have added "flicker prevention" for the main menu, I guess it might be the cause. Can you try with

```
void CocoMenuBar::Set(Event<Bar&> bar)
{
    if(lock) return;
    lock++;
    [cocomenu removeAllItems];
    bar(*this);
    lock--;
}
```

(I do not see any obvious reason now why it should not work, but at least this might narrow it down).

With this implementation of CocoMenuBar::Set menu works fine.

But it flickers... :) So I guess we should make it work with current code.

Anyway, after staring to the code for 40 minutes, I still cannot see the reason. So I have added some most likely possible fix, can you test please with master?

If that does not help, I would welcome adding some LOGs/DUMPs in some places...
