Subject: Re: [Feature request] Libraries!
Posted by mirek on Sun, 03 Dec 2006 22:35:14 GMT
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g00fy wrote on Sun, 03 December 2006 15:37
Bug?: Maybe this is another one. Using that application, when the prompt is focussed on the screen, it's not getting the focus, which is weird because i'm used to pressing 'Esc' to remove pesty buggers like that... It's both good and bad. Good because you can't actually click on it. Bad because it's "not default windows behaviour" if you get what I mean.

This one drives me crazy. It looks like win32 sets the focus to the window and then does not send keystrokes there:


```
 Ctrl::Create(parent = 0x0) in struct PromptDlgWnd__ : 0x12f584(hwnd 0x0)
  Ctrl::GetScreenClient: hwnd = 0xF01F0, client = [0, 0] - [251, 94] : (251, 94), screen(tl) = [386, 322], screen(br) = [637, 416]
   WM_MOVE / WM_SIZE: screen client = [386, 322] - [637, 416] : (251, 94)
  Ctrl::WndDestroyCaret()
  Ctrl::GetScreenClient: hwnd = 0xF01F0, client = [0, 0] - [251, 94] : (251, 94), screen(tl) = [386, 322], screen(br) = [637, 416]
   WM_MOVE / WM_SIZE: screen client = [386, 322] - [637, 416] : (251, 94)
  Ctrl::WndDestroyCaret()
   WM_ACTIVATE struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0), wParam = 1, focusCtrlWnd = NULL, raw = 0x0
   WM_SETFOCUS struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0), focusCtrlWnd = NULL, raw = 0xF01F0
   ActivateWnd struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0)
   About to set focus: struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0)
   Do SyncCaret focusCtrl: struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0), caretCtrl: NULL
   Ctrl::WndDestroyCaret()
   Focus: struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0) FocusWnd:struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0)
   //WM_SETFOCUS 0xF01F0, focusCtrlWnd = struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0), raw = 0xF01F0
   Ctrl::GetScreenClient: hwnd = 0xF01F0, client = [0, 0] - [251, 94] : (251, 94), screen(tl) = [386, 322], screen(br) = [637, 416]
 //Ctrl::Create in struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0)
 (void *)::GetActiveWindow() = 0xF01F0
 (void *)top->hwnd = 0xF01F0
 Ctrl::WndEnable(false) in struct App : 0x12fda0(hwnd 0x14029e), focusCtrlWnd = struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0), raw = 0xF01F0
 //Ctrl::WndEnable(false) -> true struct App : 0x12fda0(hwnd 0x14029e), focusCtrlWnd = struct PromptDlgWnd__ : 0x12f584(hwnd 0xf01f0), raw = 0xF01F0
 Entering event loop at level 2
```

At this moment, Prompt is open on the screen, but pressing keys does nothing (they would be in the log as well). (If Win32 would move focus somewhere else, there would be WM_KILLFOCUS event, but there is none).

I have encountered this behaviour with TrayIcon before, at the moment I am still unsure what is going on.

Mirek