
Subject: Re: Upp 2007.1 released
Posted by [mirek](#) on Wed, 11 Apr 2007 08:26:47 GMT
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victorb wrote on Wed, 11 April 2007 03:48I am a bit late... I have just spotted one bug with rc5 with the following code:

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

using namespace Upp;

struct TestResize : public TopWindow
{
    TestResize() {
        AddFrame(status);
        AddFrame(sb);
        Sizeable().Zoomable();
        sb.Set(0, 2, 10);
    }

    StatusBar status;
    HScrollBar sb;
};

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

If you resize the window by dragging the BR corner and then you move the mouse pointer on top of the ScrollBar L\R arrows then it starts moving...

My environment is:

- Windows,
- MSC8

Funny bug. Fixed, however, release stays.

Quick fix:

Quote:

```
void SizeGrip::LeftDown(Point p, dword flags)
{
    TopWindow *q = dynamic_cast<TopWindow *>(GetTopCtrl());
    if(!q || q->IsMaximized() || !q->IsSizeable()) return;
```

```
#ifdef PLATFORM_WIN32
HWND hwnd = q->GetHWND();
if(hwnd) {
    ::SendMessage(hwnd, WM_SYSCOMMAND, 0xf008, MAKELONG(p.x, p.y));
    ::SendMessage(hwnd, WM_LBUTTONDOWN, 0, MAKELONG(p.x, p.y));
}
#endif
```

Mirek
