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Subject: BUG dialog does not close

Posted by [slashupp](#) on Wed, 14 Nov 2018 08:41:37 GMT

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debian, upp v 12181

clicking the 'x' in title-bar to close test\_dialog in following app does not:  
the dialog goes away but when main\_window is clicked it reappears and hangs.

```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;

struct DTest : public TopWindow
{
    typedef DTest CLASSNAME;
    DTest() { Title("test-dialog"); }
    virtual ~DTest() {}
};

struct test_bug_dlg : public TopWindow
{
    typedef test_bug_dlg CLASSNAME;
    Button btnTest;
    test_bug_dlg()
    {
        Title("main-window");
        btnTest.SetLabel("Test Dlg");
        btnTest.WhenPush=THISBACK(OnTest);
        Add(btnTest.LeftPos(10,70).TopPos(10,20));
    }
    void OnTest() { DTest dlg; dlg.Execute(); }
};

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

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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

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Subject: Re: BUG dialog does not close  
Posted by [slashupp](#) on Wed, 14 Nov 2018 09:24:17 GMT  
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yes, thx WhenAction is what I need

a thought:

the behaviour on WhenPush is understandable, but it would seem  
the LostFocus &/ LeftUp events are lost somewhere...  
and the second appearance of the dialog cannot be closed (hangs)

I know I can subclass and create my own, however it would be handy  
if there is a similar default event-handler for WhenClick[ed] that  
does not have the gotcha of WhenPush

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