

---

Subject: Mouse Interaction with UI causes Paint to not function

Posted by [devilsclaw](#) on Tue, 11 Jul 2023 16:10:13 GMT

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

---

So I have a custom paint that shows a loading progress area as a file is loaded. If I move my mouse any where inside the window not just in the custom paint area and it will now update until the mouse stops or leaves the window. Some how the mouse is causing a lock up on painting.

---

---

Subject: Re: Mouse Interaction with UI causes Paint to not function

Posted by [devilsclaw](#) on Tue, 11 Jul 2023 17:25:32 GMT

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

---

Its not as simple as that it seems. I created a demo and its working. Maybe something to do with a two top windows interacting with each other. still working on the demo.

---

---

Subject: Re: Mouse Interaction with UI causes Paint to not function

Posted by [devilsclaw](#) on Fri, 14 Jul 2023 15:32:24 GMT

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

---

Dual Window may not be required but its how I got it to happen.

I have a GUI app what has a Window that then starts another main window with custom drawing. from now one first window is main window and the second window is sub window.

in the main window code it does a job that causes the sub window to show a progress bar which is custom drawn. this job is in it own thread and uses EnterGuiMutex and LeaveGuiMutex. the thread will loop and call fresh when things change.

In this setup it causes performance problems and even allowing the mouse to enter and move around will cause the painting to stop rendering new images.

I found that if I use `std::this_thread::sleep_for(std::chrono::milliseconds(2));` in the thread which allow it to loose context. This allow everything to work fine.

Just figured I will let people fined out what I found out. That ended up being the solution for me.

---