Subject: Strange behaviour of ColumnList
Posted by fallingdutch on Fri, 29 Dec 2006 11:35:58 GMT
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when starting the app and NOT moving the mouse accross one of the toolbars the ColumnList does not react after moving the mouse accross one of the toolbars the ColumnList works as it should.

Bas

File Attachments
1) ColumnListError.tar.gz, downloaded 404 times

Subject: Re: Strange behaviour of ColumnList
Posted by mirek on Fri, 29 Dec 2006 18:39:21 GMT
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The problem is caused by:

```
void ListViewer::Paint(Draw& draw) {
 Size sz=GetSize();
 draw.DrawRect(0,0,sz.cx,sz.cy,SBlue);
 if(!cl.IsCursor())
  cl.SetCursor(0);
}
```

Altering cursor in Paint methods leads to calling Refresh, which makes the whole painting system confused...

(Yes, it is repainting bug, clicks are in fact OK, just the ColumnList does not get repainted).

Mirek

Subject: Re: Strange behaviour of ColumnList
Posted by mirek on Fri, 29 Dec 2006 20:51:36 GMT
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Update: After further thinking, while your code is unusual, U++ should cope with it (and it does in win32). Will fix that ASAP.

Subject: Re: Strange behaviour of ColumnList
Posted by mirek on Fri, 29 Dec 2006 21:47:55 GMT

Fixed.