Subject: Problem, prompt when moving the window.
Posted by huanghuan on Tue, 01 Apr 2008 10:21:01 GMT
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If a prompt will come out, when the user is keep draging move the window. the application will no response.

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

using namespace Upp;
struct MyApp : TopWindow {
    void MyCall()
    {
        PromptOK("no response now!!!");
    }
    virtual void LeftDown(Point pos, dword flags) {
        SetTimeCallback(3000, THISBACK(MyCall), 0);
   }
   typedef MyApp CLASSNAME;
};

GUI_APP_MAIN {
 MyApp w;
 w.Zoomable().Sizeable();
 w.Run();
}
```

TestCase operation step:
1. click the window for 3 seconds prompt.
2. keep draging the window title bar utill the 3 seconds past.
3. when 3 seconds time out, the prompt and dragging move window maybe interactional.

Subject: Re: Problem, prompt when moving the window.
Posted by mirek on Wed, 16 Apr 2008 08:20:17 GMT
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huanghuan wrote on Tue, 01 April 2008 06:21If a prompt will come out, when the user is keep draging move the window. the application will no response.

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Well, in this case, I would say the correct response is "do not do that"

I mean, most likely, the bad behaviour is hardcoded in windows. There is a little we can do to fix it.

Mirek
