
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 dragging 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 dragging the window title bar until 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 06:21 If a prompt will come out, when the user is keep dragging 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
