
Subject: RemoveChild(GLCtrl) --> 100% CPU
Posted by [kodos](#) on Mon, 23 Jun 2008 12:16:04 GMT
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Hi,

if I try to remove a GLCtrl with the RemoveChild method my program hangs and the task manager shows it's using 100% CPU time.

I have attached a test case.

File Attachments

1) [GLCtrlBug.7z](#), downloaded 332 times

Subject: Re: RemoveChild(GLCtrl) --> 100% CPU
Posted by [mdelfede](#) on Mon, 23 Jun 2008 18:04:37 GMT
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kodos wrote on Mon, 23 June 2008 14:16Hi,

if I try to remove a GLCtrl with the RemoveChild method my program hangs and the task manager shows it's using 100% CPU time.

I have attached a test case.

Uhhmm... windows or linux ? I'm testing it right now on Linux and it works correctly..... I press test and glctrl disappears, no problems.

Max

Subject: Re: RemoveChild(GLCtrl) --> 100% CPU
Posted by [kodos](#) on Mon, 23 Jun 2008 18:53:03 GMT
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Oh, sorry this one is on Windows.

Subject: Re: RemoveChild(GLCtrl) --> 100% CPU
Posted by [mdelfede](#) on Mon, 23 Jun 2008 19:05:04 GMT
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kodos wrote on Mon, 23 June 2008 20:53Oh, sorry this one is on Windows.

So it's not for me

Pfeewwww !

Max

Subject: Re: RemoveChild(GLCtrl) --> 100% CPU
Posted by [mirek](#) on Mon, 23 Jun 2008 19:11:52 GMT
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Thanks, confirmed a bug, fixed.

Quick fix:

```
void DHCtrl::State(int reason)
{
    switch(reason) {
    case OPEN:
        OpenHWND();
    default:
        SyncHWND();
        break;
    case CLOSE:
        CloseHWND();
        hwnd = NULL;
    }
}
```

Mirek

Subject: Re: RemoveChild(GLCtrl) --> 100% CPU
Posted by [kodos](#) on Mon, 23 Jun 2008 20:22:43 GMT
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Ah, thank you

This one nearly drove me crazy
