Subject: Ctrl::Add(GLCtrl) Bug (Linux)
Posted by kodos on Sun, 29 Jun 2008 15:52:56 GMT
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Hi,

and another one

This time on Linux again.

If I remove the GLCtrl from a window and I want to add it again latter it gets "stuck". The GLPaint method gets called but nothing is displayed.

In the test case the red box is the GLCtrl and the blue box is a StaticRect.

File Attachments
1) GLCtrlBug.zip, downloaded 430 times

Subject: Re: Ctrl::Add(GLCtrl) Bug (Linux)
Posted by mdelfede on Mon, 30 Jun 2008 19:22:23 GMT
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X11DHCtrl.cpp, from line 293 :

```
////////////////////////////////////////////////////////////////////////////////
// State handler
void DHCtrl::State(int reason)
{
 Window dummy;
 int x, y;
 unsigned int width, height, border, depth;
 Rect r;

 // No handling if in error state
 if( isError)
  return;

 // Initializes the control if needed (and possible...)
 if(!isInitialized && GetTopWindow() && GetTopWindow()->GetWindow())
  Init();

 if(isInitialized)
 {
  switch( reason )
  {
   case FOCUS      : // = 10,
    break;
```

```
   case ACTIVATE   : // = 11,
    break;

   case DEACTIVATE : // = 12,
    break;

   case SHOW       : // = 13,
    MapWindow(IsShown());
    break;

   case ENABLE     : // = 14,
    break;

   case EDITABLE   : // = 15,
    break;

   case OPEN       : // = 16,
==================>HERE MapWindow(IsShown());
    break;
```

Ciao

Max

Subject: Re: Ctrl::Add(GLCtrl) Bug (Linux)
Posted by mirek on Tue, 01 Jul 2008 06:23:17 GMT
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Thanks, patch applied.

Mirek

Subject: Re: Ctrl::Add(GLCtrl) Bug (Linux)
Posted by mdelfede on Tue, 01 Jul 2008 20:29:10 GMT
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still not in Uvs, fixed in svn

Ciao

Max

Subject: Re: Ctrl::Add(GLCtrl) Bug (Linux)
Posted by kodos on Wed, 02 Jul 2008 00:17:27 GMT
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Thank you