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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 248 times

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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

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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

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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

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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

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