
Subject: Menu losing 'focus' when building?

Posted by [janwilmans](#) on Tue, 16 Jun 2009 08:40:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

When Thelde is building a large project (lets say: theide itself
And you browse through the menus, for example, click open the 'File' menu. The menu disappears when a new item is added to the buildlog window.

Also, the building process seems to stop when the package manager is opened (this isn't always easy considering the above behaviour Is this by design?

Greetings,

Jan

Subject: Re: Menu losing 'focus' when building?

Posted by [mirek](#) on Tue, 16 Jun 2009 12:13:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ah, yes, that is long term known bug. Perhaps it is a time to finally fix it..

Mirek

Subject: Re: Menu losing 'focus' when building?

Posted by [Sender Ghost](#) on Mon, 05 Jul 2010 21:51:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hello, Mirek.

I made following fixes to (partially) solve this problem.

Add declaration of `Ide::ShowBottom` function to `uppsrc/ide/ide.h` file after 719 line:

```
void    ShowBottom(int i);
```

Change code of `uppsrc/ide/ide.h` file around 722 line for following functions:

```
void    ShowConsole()           { ShowBottom(1); }  
void    ShowConsole2()          { ShowBottom(2); }
```

Add implementation of `Ide::ShowBottom` function to `uppsrc/ide/Bottom.cpp` file after 186 line:

```
void Ide::ShowBottom(int i)  
{  
    if(i == btabs.GetCursor() && IsBottomShown())
```

```
return;  
SetBottom(i);  
}
```

The main problem with `Ide::SetBar` function, which activates after each `Ide::ShowConsole` from `Ide::PutConsole` function.

Also `Ide::SetBar` function activates at the end of build process by `Ide::SetIdeState` function.

Changed files attached to this message.

File Attachments

1) [Changed_Files.zip](#), downloaded 264 times
