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Subject: separated PopUpTable in the DropChoice  
Posted by [fishing\\_1](#) on Mon, 22 Aug 2011 12:21:48 GMT  
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I'm now using an old version of upp.

When I use DropChoice in my project to make a login window I meet with two problems.

1.The first problem is when I click the drop button too fast, the PopUpTable will open twice and crash. I have found it's solved in upp-mirror.googlecode.com svn revision 650 : Fixed 'DropList in slow GUI crash' problem.

2.The second problem is Animate action sometimes will be interrupted by Ctrl::ProcessEvents()  
(in file: \uppsrc\CtrlLib\PopupTable.cpp

```
void PopUpTable::PopUp(Ctrl *owner, int x, int top, int bottom, int width) )
```

```
if(GUI_PopUpEffect()) {  
    CenterCursor();  
    popup->PopUp(owner, true, true, GUI_DropShadows());  
    SetFocus();  
    Ctrl::ProcessEvents();  
    Animate(*popup, rt, GUIEFFECT_SLIDE);  
}
```

before the PopUpTable finished popup , user can drag the login window to somewhere else.

When the program finish the time consuming operation and return to Animate, the position that should popup may have been changed. So the PopUpTable may popup at a wrong position.

How to deal with 2nd problem? Thanks.

Can I remove Ctrl::ProcessEvents() ? if I remove Ctrl::ProcessEvents() seems work well in my project , but I don't know whether it will introduce new problems?

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#### File Attachments

1) [QQ%EI%I'ÄÛÛ1.jpg](#) , downloaded 878 times

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