Subject: ChildMouseEvent problems
Posted by mdelfede on Mon, 17 Oct 2011 07:54:54 GMT
View Forum Message <> Reply to Message

Hi,

if I delete a control from inside ChildMouseEvent handler, the app will crash because Upp try to dispatch the event to it AFTER the control deletion :

```
Image Ctrl::MouseEventH(int event, Point p, int zdelta, dword keyflags)
{
 GuiLock __;
 for(int i = 0; i < mousehook().GetCount(); i++)
  if((*mousehook()[i])(this, false, event, p, zdelta, keyflags))
   return Image::Arrow();
 LogMouseEvent(NULL, this, event, p, zdelta, keyflags);
 if(parent)
  parent->ChildMouseEvent(this, event, p, zdelta, keyflags);
 return MouseEvent(event, p, zdelta, keyflags);  <---HERE
}
```

I don't know if a solution is possible, either.
By now I solved posting a callback from inside ChildMouseEvent instead doing the process there.

Max

Subject: Re: ChildMouseEvent problems
Posted by mirek on Wed, 26 Oct 2011 06:24:39 GMT
View Forum Message <> Reply to Message

Hopefully fixed using Ptr<Ctrl>...

Please test.

Mirek