Subject: ScatterCtrl Difference in Debug and Release mode.
Posted by deep on Sat, 25 Feb 2017 12:51:57 GMT

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Hi,

When I compile my Code in "Debug" mode I get Process Shift+p menu option in popup
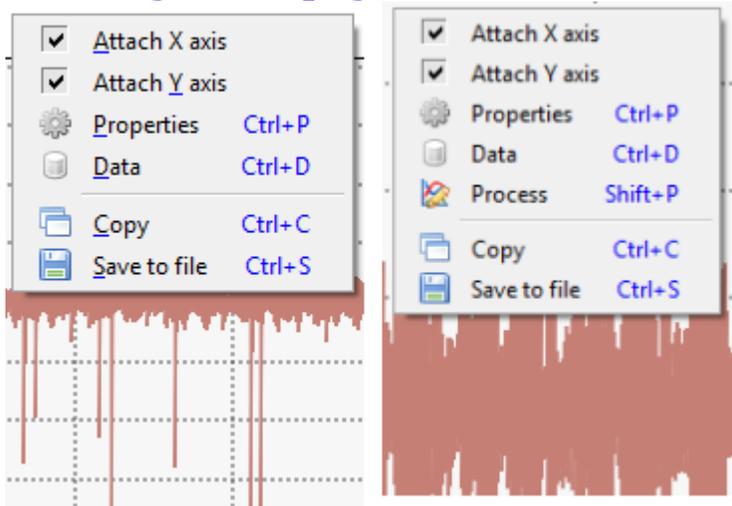
But when same code complied with "Release mode" then Process menu option missing.

What change is required?

Using Windows 10, MinGW

File Attachments
1) Image 001.png, downloaded 579 times

Subject: Re: ScatterCtrl Difference in Debug and Release mode.
Posted by koldo on Mon, 27 Feb 2017 08:45:57 GMT

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Hello Deep

In DEBUG mode, ScatterCtrl has all menus activated to show the developer all the possibilities.
However in RELEASE mode, as it is devoted to final user, just the options permitted by the developer are shown.
In this case, you can use ShowProcessDlg(); to show this dialog.
To set all dialogs you could put:SetMouseHandling(true, true).ShowContextMenu().ShowPropertiesDlg().ShowProcessDlg().ShowButtons()