

U++ - Bug #952

SplitterFrame - ReleaseCaptuer problem

12/25/2014 12:59 AM - Zbigniew Rebacz

Status:	Approved	Start date:	12/25/2014
Priority:	Normal	Due date:	
Assignee:	Miroslav Fidler	% Done:	0%
Category:	CtrlLib	Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
It seems that "SplitterFrame" has got similar issue to "Splitter" (already fixed). More information #880.			
Solution (CtrlLib/FrameSplitter.cpp):			
<pre>void SplitterFrame::LeftUp(Point p, dword keyflags) { Refresh(); ReleaseCapture(); }</pre>			

History

- #1 - 01/02/2015 04:04 PM - Miroslav Fidler
- Status changed from Patch ready to Approved