
Subject: Toolbar clears after ESC key [solved, it's the bug in user code]

Posted by [Mindtraveller](#) on Wed, 10 Oct 2007 16:33:57 GMT

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

I have a toolbar on my topwindow and a simple test routine for adding icons for toolbar:

```
class MainWindow : public WithMainWindowLayout<TopWindow> {
public:
    typedef MainWindow CLASSNAME;
    MainWindow();

private:
    void SetToolBarState();
    void OnUpdateToolbar(Bar &bar);

    void OnLockUnlock();

    [COLOR=blue]ToolBar    toolbar;[/COLOR]
    ToolBarState toolbarState;
    bool    buttonClose;
};

MainWindow::MainWindow()
{
    ::CtrlLayout(*this);
    AddFrame(toolbar);
    toolbar.AddFrame(BottomSeparatorFrame());

    Icon(DispRVPFImages::DISP_RVPF);
    LargeIcon(DispRVPFImages::DISP_RVPF);

    //Zoomable().Sizeable().
    MinimizeBox(false).Sizeable(false).SetRect(0,0,1024,768);

    [COLOR=blue]SetToolBarState();[/COLOR]
}

void MainWindow::SetToolBarState()
{
    //...
    toolbar.Set(THISBACK(OnUpdateToolbar));
}
void MainWindow::OnUpdateToolbar(Bar &bar)
{
    toolbar.Clear();
    toolbar.Add(t_("*****"), DispRVPFImages::dailyReport, THISBACK(OnLockUnlock));
    toolbar.GapRight();
    toolbar.Add(t_("*****"), DispRVPFImages::unlock, THISBACK(OnLockUnlock));
}
```

```
toolbar.Separator();  
toolbar.Add(t_("*****"), DispRVPFImages::report,THISBACK(OnLockUnlock));  
toolbar.Add(t_("*****"), DispRVPFImages::archive,THISBACK(OnLockUnlock));  
toolbar.Add(t_("*****"), DispRVPFImages::options,THISBACK(OnLockUnlock));  
}
```

It works fine on executing the application. But pressing ESC key clears toolbar icons. Is it a bug, or I`m doing something wrong?

I tried not to use toolbar.Clear(); in MainWindow::OnUpdateToolbar, but in some repainting cases toolbar just copies it`s icons twice or more times.
