Subject: Re: ArrayCtrl: GPF when thread Add(), PopUpEx, and Scroll collide
Posted by alendar on Tue, 12 Oct 2010 01:33:43 GMT
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Wow, new record. O responses. I thought since it was a real bug it would get noticed. I have to use U++; there's no competitor I can find that is open source and actively maintained any better, but I'm disappointed.