Subject: App "swallowing" mouseclicks
Posted by peterh on Tue, 30 Aug 2022 04:21:54 GMT
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Hi I compiled the tutorial sample "Gui21" "creating and using custom widgets".
It derives a widget from "Ctrl".

Just the code as a reminder:

```
struct MyCtrl : public Ctrl {
 int count = 0;

 virtual void Paint(Draw& w) override {
  w.DrawRect(GetSize(), White());
  w.DrawText(2, 2, AsString(count));
 }

 virtual void LeftDown(Point, dword) override {
  count++;
  Refresh();
 }
};
```

I made then an experimental program, deriving not from "Ctrl", but deriving from "EditString".
Using this, I noticed, it does pretty often "swallow" mouseclicks, this means it does not react to them.

Then I tried the original code again and this "swallows" mouseclicks too, not so often but randomly about 1 out of 10 clicks.

It happens (reliably) both in debug and release mode.
I am on nightly build 16323, Win10 64 bit, using Clang 64 bit.

The computer is pretty fast, Ryzen 7 and CPU load in Task Manager is close to zero on all 16 cores.

Testproject code:
Main:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyCtrl : public EditString {
 int count = 0;

 virtual void Paint(Draw& w) override {
  //w.DrawRect(GetSize(), White());
  EditString::Paint(w);
```

```
  w.DrawText(2, 2, AsString(count));
 }


 virtual void LeftDown(Point p, dword d) override {
  count++;
    //Refresh();
  EditString::LeftDown(p,d);
 }

};

#define LAYOUTFILE <Gui21/Gui21.lay>
#include <CtrlCore/lay.h>

struct Gui21 : public WithGui21Layout<TopWindow> {
 Gui21();
};

Gui21::Gui21()
{
 CtrlLayout(*this, "Window title");
}

GUI_APP_MAIN
{
 Gui21().Run();
}

Ctrllib.usc
ctrl MyCtrl {
 >EditString;
}
Gui21.lay
LAYOUT(Gui21Layout, 216, 144)
 ITEM(MyCtrl, myctrl, Tip(t_("Test")).LeftPosZ(44, 120).TopPosZ(36, 52))
 ITEM(Upp::EditString, dv___1, LeftPosZ(44, 64).TopPosZ(96, 19))
END_LAYOUT
```

It "swallows" fast mouseclick sequences preferrably.
Edit:
I believe, I know the reason: EditString "swallows" clicks, when it detects a double click.