Release Notes OGantt version 4.0.4

Bug Fixes

ID :	1541	Fixed in version :	4.0.4

Short Description: crash modifying wGantUI

Full Description: when you try to modify a window class with the ogantt component, like your example (wGanttUI), omnis crash.

it happens only on osx 10.10 and 10.11, not on 10.12 (macOS Sierra) and also with the 8.0.3 of omnis

Comments : There was a general problem with the callback pointers, which were sometimes confused during nested calls into the external. Studio 8.1.4 or later on Mac appears to be especially effected.

ID :	1663	Fixed in version :	4.0.4

Short Description: Crash log looks like oGantt released something it no longer had during close

Full Description: I've enclosed an OSX log file that shows studio crashing with oGantt as the final thing -- destroying a widow.

This happened on Dave's computer -- so I honestly cannot tell you what he was doing that led up to the crash.. that makes it a bug bear to find.

In general, we are not using studio 8.1.5 much year other than internally since we are seeing relatively frequent crashes in general operation of the omnis run time -- but this is the only one I've seen with oGantt, since we don't go into iut much for testing purposes.

Studio 8.1.5 has crashed enough on the team internally that we are not ready to release it ... and so the reason to report to you is that if this is obvious, then one less thing that can cause a crash is better.

sorry, I can'y give you more than this hand waving thing.

Comments : There was a general problem with the callback pointers, which were sometimes confused during nested calls into the external. Studio 8.1.4 or later on Mac appears to be especially effected.

ID :	1665	Fixed in version :	4.0.4

Short Description: Strange mouse behaviour in design mode

Full Description: With a OGantt window open in design mode, the mouse can start behaving strangely, making clicking on other windows difficult (the OGantt window keeps jumping to the top of the window chain).

Comments : OGantt sometimes appear to erroneously capture the mouse when it shouldn't