

## Bug 17846 - Stack with windowshape does not appear in Win standalone under certain conditions

Status: RESOLVED FIXED

Reported: 2016-06-14 16:49 EDT by Klaus Major

Version: 6.6.5 GM 1

Modified: 2020-10-12 13:14 EDT

CC List: 4 users ([show](#))

Depends on:

See Also:

Blocks:

Engine: Desktop Standalone

[Show dependency tree](#)  
[/ graph](#)

Desktop OS: Windows

Windows Version: 7

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Attachments	
<a href="#">stack and exe show the bug</a> (4.89 MB, application/zip) <a href="#">Details</a> 2016-06-14 16:49 EDT, Klaus Major	
<a href="#">Add an attachment</a> (proposed patch, testcase, etc.)	

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**Klaus Major** 2016-06-14 16:49:11 EDT

[Description](#)

Created [attachment 7694](#) [[details](#)]  
stack and exe show the bug

If I create a mainstack with a windowshape and create a Windows standalone, everything is fine.

But if it is a substack, then under certain circumstances the stack does NOT get displayed!?  
Took me a while to figure this out!

See attached stack (open the stack with MESSAGES LOCKED to see its script) and Windows EXE:

1. Open the EXE on Windows
2. You will see NADA for 5 seconds!

After 5 secs the stack with the windowshape appears together with the dialog "I will quit now!".

However this is the script of cd 1 of the substack:

```
on opencard
  if the environment <> "development" then
    wait 5 secs
    answer "I will quit now!"
    quit
  end if
end opencard
```

3. As you can see the stack should appear immediately and NOT after 5 seconds.

This obviously ONLY happens if the stack with a windowshape is a substack and "called" from its mainstack with a script like this:

```
on opencard
  if the environment <> "development" then
    wait 5 secs
    answer "I will quit now!"
    quit
  end if
end opencard
```

In a standalone on a Mac, everything works as expected

Now if I remove the windowshape (set to 0 again), everything works as advertised!?

LC 8.01, Windows 7. Works also fine in the IDE!

Did not test in LC 8.02 yet, I was happy to find a recipe at all!

**Klaus Major** 2016-06-14 16:50:13 EDT

[Comment 1](#)

Sorry, the second script (in 3.) should of course read:

```
on preopenstack
  hide this stack
  go stack "wshape_test"
end preopenstack
```

**Klaus Major** 2016-06-14 22:12:19 EDT

[Comment 2](#)

Thanks to the mailinglist, I found a workaround:

```
...
wait 5 secs with messages
## did not work
...
BUT:
...
send "go next" to me in 5 secs
## Made the stack finally appear! :-)
...
```

**Panos Merakos** 2016-07-04 17:18:59 EDT

[Comment 3](#)

Hi Klaus,

Thank you for the report. I tested creating a standalone from your sample stack on both OSX and Windows. I confirm that this is a bug in LC on Windows. This bug is present in all LC 6.7.x, 7.x and 8.x.

As you noticed, on OSX the standalone behaves as expected.

PS: I can reproduce the bug on Windows in the IDE as well. I removed the [[if the environment <> "development"]] condition, and I see exactly the same results in the IDE, i.e. the stack appears AFTER 5 seconds together with the dialog "I will quit now!".

I am glad you have found a workaround you can use until we fix this bug.

We will update you when the status of this report changes.

Best regards,  
Panos  
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**Sam Norris** 2020-10-12 07:55:53 EDT

[Comment 4](#)

Testing in 9.6.1 on Windows, this bug appears to be fixed.

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**Note**

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