
Subject: Re: Pop-up help for Toolbar icons located in wrong display on multidisplay setup

Posted by [rylek](#) on Mon, 02 Jun 2008 09:34:43 GMT

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Hi there!

I've fixed the ToolTip problem. It's on the UVS, a quick fix is below; it goes to the CtrlLib/ToolTip.cpp source file, to make things simple I'm enclosing the whole patched PopUp method:

```
void ToolTip::PopUp(Ctrl *owner, Point p, bool effect)
{
    LLOG("ToolTip::PopUp" << Desc(owner) << " @ " << p);
    Rect r = owner->GetWorkArea();
    Size sz = GetMinSize();
    p.x = max(p.x + sz.cx > r.right ? r.right - sz.cx : p.x, r.left);
    p.y = max(p.y + sz.cy > r.bottom ? r.bottom - sz.cy : p.y, r.top);
    if(GUI_PopUpEffect() == GUIEFFECT_SLIDE && effect)
        SetRect(p.x, p.y, sz.cx, 1);
    else
        SetRect(p.x, p.y, sz.cx, sz.cy);
    Ctrl::PopUp(owner, true, false, true);
    if(effect)
        Animate(*this, p.x, p.y, sz.cx, sz.cy);
}
```

Regards,

Tomas
