
Subject: Re: [BUG] Ctrl::AlignRight
Posted by [mrjt](#) on Tue, 04 Mar 2008 14:10:05 GMT
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Fix:

Change CtrlLib/CtrlLib.usc starting line 422 from:

```
Frame SetFrame = InsetFrame();  
Font SetFont = StdFont();  
bool SetEditable = true @1 ? "Editable";  
bool WantFocus = true;  
int MaxChars;  
bool AlignRight;  
Text Tip;to:  
bool AlignRight @1;  
int MaxChars @2;  
Font SetFont = StdFont() @3;  
bool SetEditable = true @4 ? "Editable";  
Frame SetFrame = InsetFrame() @5;  
Text Tip @6;  
bool WantFocus = true @7;
```

After that you will have to get the Layout manager to refresh the .lay file. Changing from text/layout should work, but setting then clearing WantFocus for each ctrl will definitely work.

The number after the @ char determines the order that the calls get added to the .lay file. If missing the order they are listed determines the order, but this sometimes seems to go wrong, and most of the Upp ctrls don't have the ordering explicitly stated.

James
