
Subject: Problem displaying labels under ubuntu 7.10
Posted by [nixnixnix](#) on Sat, 29 Mar 2008 16:05:33 GMT
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Thanks for the 2008.2 beta for linux

My code compiles and runs fine apart from a few display problems. I use a drag and drop option tree and whilst I can see the option control and the image, the text gets hidden behind the option and is limited to the client space of the option control.

I have reproduced the problem by adapting the DND tree control example

EDIT: this code runs perfectly under Windows XP, just not under ubuntu 7.10

```
#include "CtrlLib/CtrlLib.h"

using namespace Upp;

struct App : TopWindow {
    TreeCtrl tree;

    Option options[10000];

    typedef App CLASSNAME;

    void DropInsert(int parent, int ii, PasteClip& d)
    {
        tree.AdjustAction(parent, d);
        if(AcceptInternal<TreeCtrl>(d, "mytreedrag")) {
            tree.InsertDrop(parent, ii, d);
            tree.SetFocus();
            return;
        }
        if(AcceptText(d)) {
            tree.SetCursor(tree.Insert(parent, ii, Image(), GetString(d)));
            tree.SetFocus();
            return;
        }
    }

    void Drag()
    {
        if(tree.DoDragAndDrop(InternalClip(tree, "mytreedrag"),
                               tree.GetDragSample()) == DND_MOVE)
            tree.RemoveSelection();
    }
}
```

```

App() {
    Add(tree.SizePos());
    Vector<int> parent, parent2;
    parent.Add(0);
    tree.SetRoot(Image(), "The Tree");
    for(int i = 1; i < 10000; i++)
    {
        TreeCtrl::Node node(CtrlImg::File(),options[i],20);
        node.Set(FormatIntRoman(i, true));
        parent.Add(tree.Add(parent[rand() % parent.GetCount()],node));

// parent.Add(tree.Add(parent[rand() % parent.GetCount()], Image(),
//          FormatIntRoman(i, true)));
        if((rand() & 3) == 0)
            tree.Open(parent.Top());
    }
    tree.Open(0);
    tree.WhenDropInsert = THISBACK(DropInsert);
    tree.WhenDrag = THISBACK(Drag);
    tree.MultiSelect();
    Sizeable();
}
};

GUI_APP_MAIN
{
    App().Run();
}

```