Subject: Re: Autocomplete droplist needed...
Posted by cas_ on Sat, 12 Jul 2008 22:13:52 GMT

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unodgs wrote on Thu, 10 July 2008 18:13(part of MultiButton.cpp):

```
if(frm) {
 if(IsTrivial() && style->usetrivial)
  dopaint = false;
 ChPaint(w, x, border, cx, sz.cy - 2 * border,
      dopaint ? v : style->trivial[st]);
}
```

This has something to do with Chameleon styles. If you add

v = style->lmiddle[st];

at line 319 of MultiButton.cpp (so you force Multibutton to use "lmiddle" instead of "left", whatever that means), the arrow disappears.

UPDATE:

Bug is caused by the MultiButton::StyleFrame() properties, that are set up ChGtk.cpp, lines 1070 - 1080. Somehow, left[i] references an image with an arrow pointing down (I can't find exact place of such assignment though). Unfortunately, I know nothing about Chameleon and I have no idea how to fix it.