
Subject: Re: Autocomplete droplist needed...
Posted by [cas_](#) on Thu, 17 Jul 2008 17:15:28 GMT
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Sure I can!

In fact it took me quite a while to reproduce this behavior on a minimal example ("drop.AddTo(*this)") seems to be the key and it took me some time to figure that out). This is more or less what DropGrid does when it initializes itself:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct App : public TopWindow
{
    MultiButtonFrame drop;

    App()
    {
        SetRect( Size( 200, 25 ) );
        drop.AddTo( *this );
        drop.AddButton().Main();
        drop.SetStyle( MultiButtonFrame::StyleFrame() );
        drop.AddButton().Left().SetLabel( "Button" );
    }
};

GUI_APP_MAIN
{
    App().Run();
}
```

This results in a following window:

By the way, I'm not saying that the line of code in ChGtk.cpp which I pointed in my last post, should be commented out; most likely it should stay as it is, I just don't know how Chameleon really works internally. I was just sharing the results of my efforts to resolve the bug and my post was only an example of this "work in progress" situation

File Attachments

1) [mbuttonframe.png](#), downloaded 1080 times
