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 1058 times