
Subject: Re: Menubar rendering problem when navigating with keyboard

Posted by [mirek](#) on Sat, 26 Jul 2008 18:04:17 GMT

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Thanks, fixed.

Quick fix:

```
bool MenuBar::Key(dword key, int count)
{
    LLOG("KEY " << GetKeyDesc(key));
    bool horz = IsChild();
    if((horz ? key == K_RIGHT : key == K_DOWN)) {
        Ctrl *ctrl = GetFocusChildDeep();
        LLOG("MenuBar::Key(" << key << ") -> IterateFocusForward for " << UPP::Name(ctrl) << ", pane
" << UPP::Name(&pane));
        if(HasMouseDeep())
            GetMouseCtrl()->Refresh();
        if(ctrl && IterateFocusForward(ctrl, &pane, false, false, true))
            return true;
        Ctrl *f = pane.GetFirstChild();
        if(!f) return true;
        if(f->IsEnabled()) {
            f->SetFocus();
            return true;
        }
        if(IterateFocusForward(pane.GetFirstChild(), &pane, false, false, true)) return true;
    }
    else
        if((horz ? key == K_LEFT : key == K_UP)) {
            Ctrl *ctrl = GetFocusChildDeep();
            LLOG("MenuBar::Key(" << key << ") -> IterateFocusBackward for " << UPP::Name(ctrl) << ",
pane " << UPP::Name(&pane));
            if(HasMouseDeep())
                GetMouseCtrl()->Refresh();
            if(ctrl && IterateFocusBackward(ctrl, &pane, false, true))
                return true;
            Ctrl *f = pane.GetLastChild();
            if(!f) return true;
            if(f->IsEnabled()) {
                f->SetFocus();
                return true;
            }
            if(IterateFocusBackward(pane.GetLastChild(), &pane, false, true)) return true;
        }
    else
        if(parentmenu && !parentmenu->IsChild() && key == K_LEFT || key == K_ESCAPE) {
```

```

if(HasMouseDeep())
    GetMouseCtrl()->Refresh();
if(parentmenu && parentmenu->submenu)
    parentmenu->submenuitem->SetFocus();
else
if(IsChild() && HasFocusDeep()) {
    if(restorefocus)
        restorefocus->SetFocus();
    doeffect = true;
    return true;
}
if(IsPopUp()) {
    SubmenuClose();
    return true;
}
doeffect = true;
}
if(parentmenu && parentmenu->IsChild() && parentmenu->GetActiveSubmenu() &&
    parentmenu->pane.GetFirstChild() && parentmenu->submenuitem) {
    Ctrl *smi = parentmenu->submenuitem;
    Ctrl *q = smi;
    q->Refresh();
    if(key == K_RIGHT)
        for(;;) {
            q = q->GetNext();
            if(!q)
                q = parentmenu->pane.GetFirstChild();
            if(q == smi)
                break;
            if(PullMenu(q)) {
                q->Refresh(); // This is the fix (1/2)
                SyncState();
                return true;
            }
        }
    if(key == K_LEFT)
        for(;;) {
            q = q->GetPrev();
            if(!q)
                q = parentmenu->pane.GetLastChild();
            if(q == smi)
                break;
            if(PullMenu(q)) {
                q->Refresh(); // This is the fix (2/2)
                SyncState();
                return true;
            }
        }
}

```

```
}  
return HotKey(key);  
}
```

Mirek
