Subject: Re: up & down within ColumnList moves focus out
Posted by mirek on Tue, 24 Nov 2009 13:52:35 GMT

bonami wrote on Mon, 23 November 2009 21:43NoRoundSize() works.
but adding items shows nothing. i changed my constructor to
ezcommwin() { Add(cl.LeftPos(10, 100).TopPos(30, 80)); cl.Add("item", true); cl.Add("itemmm",
false); cl.NoRoundSize(); }the log you requested (no adding items or NoRoundSize() as above,
only cl.LeftPos.TopPos) is,
cy = 0
r.Height() = 0
rr.Height() = 0
cy = 0
r.Height() = 0
rr.Height() = 0
cy = 0
r.Height() = 0
rr.Height() = 0
cy = 0
r.Height() = 76
rr.Height() = 80
cy = 0
r.Height() = 76
rr.Height() = 80
cy = 0
r.Height() = 76
rr.Height() = 80
cy = 0
r.Height() = 76
rr.Height() = 80
cy = 0
r.Height() = 76
rr.Height() = 80

INTERESTING.

Try

DDUMP(Draw::GetStdFontCy());

(it is enough to put it to GUI_APP_MAIN once).

Something is very strange, cy is only assigned in ColumnList contructor to GetStdFontCy value,
which is standard font height...

Mirek