
Subject: Re: Tray Menu alignment bug [SOLVED]
Posted by [lucpolak](#) on Fri, 24 Dec 2010 11:56:16 GMT
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Hello,

I find the source of the problem.

In MenuItem.cpp, when the sub menu is pulled by the SubMenuItem::Pull() function, the point position is always set to the right top corner.

Next, the MenuBar::PopUp(MenuBar.cpp) function is called.

One of the solutions applied to this function is to check if we are in a sub menu and when we need to toggle the menu vertically, we re-affect the y position of base point to submenuitem RightBottom.

In fact, this portion of MenuBar::PopUp code :

```
if(p.y + sz.cy > r.bottom) {  
    if(p.y - r.top > r.bottom - p.y) {  
        int y0 = p.y + rsz.cy;  
        szy = szcy;  
        ...
```

becomes

```
if(p.y + sz.cy > r.bottom) {  
    if(p.y - r.top > r.bottom - p.y) {  
        if (parentmenu && parentmenu->GetActiveSubmenu() && parentmenu->submenuitem)  
            p.y = parentmenu->submenuitem->GetScreenRect().BottomRight().y + 2;  
        int y0 = p.y + rsz.cy;  
        szy = szcy;  
        ...
```

I think that will be good to add this to the next release of Upp.

Thanks a lot and Merry Christmas for all.

Lucas
