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Subject: [Minor bug & patch] ArrayCtrl and HeaderCtrl should use native resizing icons on X11.

Posted by [Klugier](#) on Tue, 26 Mar 2013 16:29:59 GMT

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Hello,

It is very similar topic as my previous one (GridCtrl should use native resizing icons). In this case we have problem with ArrayCtrl and HeaderCtrl.

First of all, we need to modify CtrlLib/HeaderCtrl.cpp (line 515):

```
Image HeaderCtrl::CursorImage(Point p, dword) {
#ifdef PLATFORM_X11
    Image horzPosImg = Image::SizeHorz();
#else
    Image horzPosImg = CtrlImg::HorzPos();
#endif

    if(mode == FIXED)
        return Image::Arrow();
    if(HasCapture())
        return split >= 0 ? horzPosImg : Image::Arrow();
    int q = GetSplit(p.x);
    return q < 0 ? Image::Arrow()
        : GetTabWidth(q) < 4 ? CtrlImg::HorzSplit()
        : horzPosImg;
}
```

Next, let's modify CtrlLib/ArrayCtrl (line 1643):

```
Image ArrayCtrl::CursorImage(Point p, dword)
{
#ifdef PLATFORM_X11
    Image horzPosImg = Image::SizeHorz();
#else
    Image horzPosImg = CtrlImg::HorzPos();
#endif

    if(!IsNull(cursor_override))
        return cursor_override;
    return header.GetSplit(p.x) < 0 || header.GetMode() == HeaderCtrl::FIXED ? Image::Arrow()
        : horzPosImg;
}
```

Added 04.04.2013:

I have rewritten this patch to make it more multiplatform. Now, ArrayCtrl should work great on all X11 operating system.

Sincerely,  
Klugier

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