
Subject: Re: Drop list is not shown

Posted by [mirek](#) on Fri, 14 Nov 2014 15:10:15 GMT

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OK, that narrows it down. As I am still clueless what might be wrong, might I ask for some logging?

```
void PopUpTable::PopUp(Ctrl *owner, int x, int top, int bottom, int width) {
    if(inpopup)
        return;
    inpopup++;
    DoClose();
    int h = AddFrameSize(width, min(droplines * GetLineCy(), GetTotalCy()))cy;
    Rect rt = RectC(x, bottom, width, h);
    Rect area = Ctrl::GetWorkArea(Point(x, top));
    bool up = false;
    if(rt.bottom > area.bottom) {
        up = true;
        rt.top = top - h;
        rt.bottom = rt.top + h;
    }
    open = false;
    popup.Create();
    popup->table = this;
    if(up) {
        popup->SetRect(Rect(rt.left, rt.bottom - 1, rt.right, rt.bottom));
        popup->Add(TopPos(0, rt.Height()).LeftPos(0, rt.Width()));
    }
    else {
        popup->SetRect(Rect(rt.left, rt.top, rt.right, rt.top + 1));
        popup->Add(BottomPos(0, rt.Height()).LeftPos(0, rt.Width()));
    }
    DLOG("-----");
    DDUMP(popup->GetRect());
    DDUMP(rt);
    if(GUI_PopUpEffect()) {
        CenterCursor();
        popup->PopUp(owner, true, true, GUI_DropShadows());
        SetFocus();
        Ctrl::ProcessEvents();
        Animate(*popup, rt, GUIEFFECT_SLIDE);
    }
    // Ctrl::Remove();
    if(!open) {
        popup->SetRect(rt);
        if(!popup->IsOpen())
```

```

    popup->PopUp(owner, true, true, GUI_DropShadows());
    CenterCursor();
    SetFocus();
    open = true;
}
inpopup--;
}

```

```

void Animate(Ctrl& c, const Rect& target, int type)
{
    if(type < 0)
        type = GUI_PopUpEffect();
    Rect r0 = c.GetRect();
    DDUMP(r0);
    dword time0 = GetTickCount();
    int anitime = 150;
#ifdef SLOWANIMATION
    anitime = 1500;
#endif
    if(type)
        for(;;) {
            int t = int(GetTickCount() - time0);
            if(t > anitime)
                break;
            if(type == GUIEFFECT_SLIDE) {
                Rect r = r0;
                if(r.left > target.left)
                    r.left -= ((r.left - target.left) * t) / anitime;
                if(r.top > target.top)
                    r.top -= ((r.top - target.top) * t) / anitime;
                if(r.right < target.right)
                    r.right += ((target.right - r.right) * t) / anitime;
                if(r.bottom < target.bottom)
                    r.bottom += ((target.bottom - r.bottom) * t) / anitime;
                if(r.GetWidth() > target.GetWidth())
                    r.right = r.left + target.GetWidth();
                if(r.GetHeight() > target.GetHeight())
                    r.bottom = r.top + target.GetHeight();
                DDUMP(r);
                c.SetRect(r);
                if(r == target)
                    break;
            }
            else
                if(type == GUIEFFECT_FADE)
                    c.SetAlpha((byte)(255 * t / anitime));
        }
}

```

```
    else
        break;
    c.Sync();
    Sleep(0);
#ifdef SLOWANIMATION
    Sleep(100);
#endif
}
DDUMP(target);
c.SetRect(target);
c.SetAlpha(255);
}
```

[
