Subject: Attempting to get a canvas to display...
Posted by ptkacz on Sun, 19 Mar 2017 02:44:02 GMT
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Hi All,

I'm attempting to create a simple application in order to begin learn how to make use of U++. The application consists of two panels, on the left, a button panel with three buttons labeled 'A', 'B', 'C', on the right, a canvas. Selection of any of the buttons is to result in some text displaying on the canvas. Unfortunately, the canvas does not display. Could some one please point out what needs to be done? Code an layout are listed below.

Peter

UppApp.lay:
==========
```
LAYOUT(UppAppLayout, 364, 192)
END_LAYOUT

LAYOUT(ButtonLayout, 80, 84)
 ITEM(Button, aBtn, SetLabel(t_("A")).LeftPosZ(12, 56).TopPosZ(8, 15))
 ITEM(Button, bBtn, SetLabel(t_("B")).LeftPosZ(12, 56).TopPosZ(32, 15))
 ITEM(Button, cBtn, SetLabel(t_("C")).LeftPosZ(12, 56).TopPosZ(56, 15))
END_LAYOUT
```

DrawCanvas.h:
==========
```
#ifndef _UppApp_DrawCanvas_h_
#define _UppApp_DrawCanvas_h_

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

class DrawCanvas : public ParentCtrl {
typedef DrawCanvas CLASSNAME;

 public:
  DrawCanvas();
  virtual void Paint(Draw& d);
  void displayMessage(String s);

 private:
  String stringToDisplay = "Not Yet!";
```

```
};

#endif
```

DrawCanvas.cpp:

```
#include "UppApp.h"
#include "DrawCanvas.h"

DrawCanvas::DrawCanvas() {
}

void DrawCanvas::Paint(Draw& d) {
 Size(500, 500);
 d.DrawRect(GetSize(), SWhite);
 d.DrawText(5, 5, stringToDisplay, Arial(48), Black);
}

void DrawCanvas::displayMessage(String s) {
 stringToDisplay = s;
 Refresh();
}
```

UppApp.h:

```
#ifndef _UppApp_UppApp_h
#define _UppApp_UppApp_h

#include <CtrlLib/CtrlLib.h>
#include <Painter/Painter.h>
#include "DrawCanvas.h"

using namespace Upp;

#define LAYOUTFILE <UppApp/UppApp.lay>
#include <CtrlCore/lay.h>

class UppApp : public WithUppAppLayout<TopWindow> {
public:
 typedef UppApp CLASSNAME;
 UppApp();
 void displayMessage(String s);
```

```
private:
 DrawCanvas canvas;
 WithButtonLayout<ParentCtrl> buttonPanel;
};

#endif
```

main.cpp:

```
==========================================
#include "UppApp.h"

UppApp::UppApp()
{
 CtrlLayout(*this, "UppApp");

 CtrlLayout(buttonPanel);

 buttonPanel.aBtn << THISBACK1(displayMessage, "A");
 buttonPanel.bBtn << THISBACK1(displayMessage, "B");
 buttonPanel.cBtn << THISBACK1(displayMessage, "C");

 Add(buttonPanel);
 Add(canvas);
 BackPaint();
}

void UppApp::displayMessage(String s) {
 canvas.displayMessage(s);
}


GUI_APP_MAIN
{
 UppApp uppApp;
 uppApp.Run();
}
```