Subject: X11 fixes...
Posted by mirek on Sat, 12 May 2007 18:28:19 GMT
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Fixed:

- rotated text problem (DrawText with angle)

- problem with Ctrl+1 - Ctrl+0 keys

BTW, useful testing snipped for key problems:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow {
 Label l;
 String k;

 void Do() {
  static int ii;
  String x;
  if(GetCtrl())
   x << "Ctrl ";
  if(GetAlt())
   x << "Alt ";
  if(GetShift())
   x << "Shift ";
  x << k << ' ' << GetMousePos();
  l = x;
 }

 bool Key(dword key, int count) {
  k = GetKeyDesc(key) + ' ' + FormatIntHex(key);
  Do();
 }

 typedef MyApp CLASSNAME;

 MyApp() {
  Add(l.SizePos());
  SetTimeCallback(-100, THISBACK(Do));
 }
};

GUI_APP_MAIN
```

```
{
 MyApp().Run();
}
```