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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 snippet 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();  
}
```

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