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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 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();  
}
```

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