Subject: two state button via layout designer
Posted by qwerty on Thu, 25 May 2006 08:32:46 GMT
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...are there chances in next releases?

Subject: Re: two state button via layout designer
Posted by mirek on Thu, 25 May 2006 10:32:09 GMT
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It should work now?

Mirek

Subject: Re: two state button via layout designer
Posted by qwerty on Thu, 25 May 2006 14:16:46 GMT
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You ask me?

I ask you , because I can't find that in layout designer(or I am overseeing something?)...

Subject: Re: two state button via layout designer
Posted by mirek on Thu, 25 May 2006 15:30:30 GMT
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qwerty wrote on Thu, 25 May 2006 10:16You ask me?

I ask you , because I can't find that in layout designer(or I am overseeing something?)...

Ah... It is Option with ThreeState activated...

Mirek

Subject: Re: two state button via layout designer
Posted by qwerty on Thu, 25 May 2006 16:42:15 GMT
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C:/MyApps/majpekidz/majpekidz.lay: In function `void InitLayout(Ctrl&, L&, D&, MajpekidzLayout__layid&) [with L = majpekidz, D = majpekidz]':
C:/upp/uppsrc/CtrlCore/TopWindow.h:210:   instantiated from `void CtrlLayout(T&) [with T =

majpekidz]'
C:/upp/uppsrc/CtrlCore/TopWindow.h:218:   instantiated from `void CtrlLayout(T&, const char*) [with T = majpekidz]'
C:\MyApps\majpekidz\main.cpp:270:   instantiated from here
C:/MyApps/majpekidz/majpekidz.lay:34: error: 'class Pusher' has no member named 'ThreeState'

Option with ThreeState checked. Why is that? Similar error occured with SwitchImage checked...

Subject: Re: two state button via layout designer
Posted by forlano on Thu, 25 May 2006 17:11:22 GMT
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qwerty wrote on Thu, 25 May 2006 18:42
C:/MyApps/majpekidz/majpekidz.lay: In function `void InitLayout(Ctrl&, L&, D&, MajpekidzLayout__layid&) [with L = majpekidz, D = majpekidz]':
C:/upp/uppsrc/CtrlCore/TopWindow.h:210:   instantiated from `void CtrlLayout(T&) [with T = majpekidz]'
C:/upp/uppsrc/CtrlCore/TopWindow.h:218:   instantiated from `void CtrlLayout(T&, const char*) [with T = majpekidz]'
C:\MyApps\majpekidz\main.cpp:270:   instantiated from here
C:/MyApps/majpekidz/majpekidz.lay:34: error: 'class Pusher' has no member named 'ThreeState'

Option with ThreeState checked. Why is that? Similar error occured with SwitchImage checked...

Can you post the layout part of your *.lay that regard the error (CTRL+T and you see the text mode of lay file)?.

Luigi

Subject: Re: two state button via layout designer
Posted by qwerty on Thu, 25 May 2006 19:09:58 GMT
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sure

clean new app:

```
LAYOUT(MyAppLayout, 200, 100)
 ITEM(Option, oMyOption, SetLabel(t_("someName")).ThreeState(true).LeftPosZ(60, 42).TopPosZ(16, 15))
END_LAYOUT
```

compiler out:

```
----- CtrlLib ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (1 / 9)
----- CtrlCore ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (2 / 9)
----- RichText ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (3 / 9)
----- Draw ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (4 / 9)
----- Core ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (5 / 9)
----- Image ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (6 / 9)
----- plugin\png ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (7 / 9)
----- plugin\z ( GUI GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (8 / 9)
----- MyApp ( GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32 ) (9 / 9)
main.cpp
C:/MyApps/MyApp/MyApp.lay: In function `void InitLayout(Ctrl&, L&, D&, MyAppLayout__layid&)
[with L = MyApp, D = MyApp]':

C:/upp/uppsrc/CtrlCore/TopWindow.h:210:   instantiated from `void CtrlLayout(T&) [with T =
MyApp]'
C:/upp/uppsrc/CtrlCore/TopWindow.h:218:   instantiated from `void CtrlLayout(T&, const char*)
[with T = MyApp]'
C:\MyApps\MyApp\main.cpp:7:   instantiated from here
C:/MyApps/MyApp/MyApp.lay:2: error: 'class Pusher' has no member named 'ThreeState'
MyApp: 1 file(s) built in (0:05.73), 5735 msecs / file, duration = 5735 msecs, parallelization 0%

There were errors. (0:06.00)
```

have any idea?

Subject: Re: two state button via layout designer
Posted by forlano on Thu, 25 May 2006 20:27:14 GMT

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qwerty wrote on Thu, 25 May 2006 21:09sure

clean new app:

```
LAYOUT(MyAppLayout, 200, 100)
 ITEM(Option, oMyOption, SetLabel(t_("someName")).ThreeState(true).LeftPosZ(60,
42).TopPosZ(16, 15))
END_LAYOUT
```

compiler out:

----- CtrlLib (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (1 / 9)
----- CtrlCore (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (2 / 9)
----- RichText (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (3 / 9)
----- Draw (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (4 / 9)
----- Core (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (5 / 9)
----- Image (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (6 / 9)
----- plugin\png (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (7 / 9)
----- plugin\z (GUI GCC DEBUG DEBUG_FULL BLITZ WIN32) (8 / 9)
----- MyApp (GUI MAIN GCC DEBUG DEBUG_FULL BLITZ WIN32) (9 / 9)
main.cpp
C:/MyApps/MyApp/MyApp.lay: In function `void InitLayout(Ctrl&, L&, D&, MyAppLayout__layid&) [with L = MyApp, D = MyApp]':

C:/upp/uppsrc/CtrlCore/TopWindow.h:210:   instantiated from `void CtrlLayout(T&) [with T = MyApp]'
C:/upp/uppsrc/CtrlCore/TopWindow.h:218:   instantiated from `void CtrlLayout(T&, const char*) [with T = MyApp]'
C:\MyApps\MyApp\main.cpp:7:   instantiated from here
C:/MyApps/MyApp/MyApp.lay:2: error: 'class Pusher' has no member named 'ThreeState'
MyApp: 1 file(s) built in (0:05.73), 5735 msecs / file, duration = 5735 msecs, parallelization 0%

There were errors. (0:06.00)

have any idea?
It is as suspected... Look this line:

C:/MyApps/MyApp/MyApp.lay:2: error: 'class Pusher' has no member named 'ThreeState'

In it the is the answer: SetLabel() return a class of type Pusher to which you can't apply the method .ThreeState().
The solution: simply remove .ThreeState in that line and use
 ITEM(Option, oMyOption, SetLabel(t_("someName")).LeftPosZ(60, 42).TopPosZ(16, 15))

Then in the constructor add the line:
oMyOption.ThreeState();

and the threestate button will appear.
If you do not use SetLabel() (empty label), then the you can apply the ThreeState() method directly in the designer.
Luigi

Subject: Re: two state button via layout designer
Posted by mirek on Thu, 25 May 2006 20:44:34 GMT
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Well, this is "hierarchy ordering bug" in .usc script, something to fix.

To explain: Those "modifieres" (like ThreeState) are methods returning *this to be able to chain them.

However, there is potential trouble, as "modifier" can be method of and return base class and then be followed by "modifier" for derived class. Means, modifiers for derived classes have to be first in .lay file... which can be specified in .usc file (file with widgets description), but sometimes is faulty.

Mirek

Subject: Re: two state button via layout designer
Posted by mirek on Thu, 25 May 2006 20:51:26 GMT
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Please try this fix:

CtrlLib/CtrlLib.usc, line 328:

```
ctrl Option {
 group "Push";

 Text   SetLabel ? @1 "Option text";
 >Base;
```

(the difference is "@1", which moves that method "to the right" after ThreeState etc...)

Mirek

Subject: Re: two state button via layout designer
Posted by forlano on Thu, 25 May 2006 21:10:37 GMT
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luzr wrote on Thu, 25 May 2006 22:51Please try this fix:

CtrlLib/CtrlLib.usc, line 328:

```
ctrl Option {
 group "Push";

 Text   SetLabel ? @1 "Option text";
 >Base;
```

(the difference is "@1", which moves that method "to the right" after ThreeState etc...)

Mirek

Yes, it works. Now I get the sequence
ITEM(Option, oMyOption, ThreeState(true).SetLabel(t_("my option")).LeftPosZ(60, 68).TopPosZ(16, 15))
That seems better as threestate works immediatly without workaround.

Luigi

Subject: Re: two state button via layout designer
Posted by qwerty on Thu, 25 May 2006 21:20:52 GMT
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I hope I will be resolving these glitches by myself in a future

thank you very much, guys

Subject: Re: two state button via layout designer
Posted by forlano on Mon, 29 May 2006 20:06:19 GMT
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forlano wrote on Thu, 25 May 2006 23:10
Yes, it works. Now I get the sequence
ITEM(Option, oMyOption, ThreeState(true).SetLabel(t_("my option")).LeftPosZ(60, 68).TopPosZ(16, 15))
That seems better as threestate works immediatly without workaround.

Luigi
Only now I've seen a bad side effect: the tabctrl and the arrayctrl are not correctly shown in the right manner in designer. Moreover both control do not shown the full list of their properties.
For this reason I came back to the previous state.

Luigi

Subject: Re: two state button via layout designer
Posted by mirek on Sun, 04 Jun 2006 16:34:17 GMT
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forlano wrote on Mon, 29 May 2006 16:06forlano wrote on Thu, 25 May 2006 23:10
Yes, it works. Now I get the sequence
ITEM(Option, oMyOption, ThreeState(true).SetLabel(t_("my option")).LeftPosZ(60,

68).TopPosZ(16, 15))
That seems better as threestate works immediatly without workaround.

Luigi
Only now I've seen a bad side effect: the tabctrl and the arrayctrl are not correctly shown in the right manner in designer. Moreover both control do not shown the full list of their properties.
For this reason I came back to the previous state.

Luigi

Strange, it seems ok here...

Mirek

Subject: Re: two state button via layout designer
Posted by forlano on Sun, 04 Jun 2006 20:21:24 GMT
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luzr wrote on Sun, 04 June 2006 18:34
Strange, it seems ok here...

Mirek

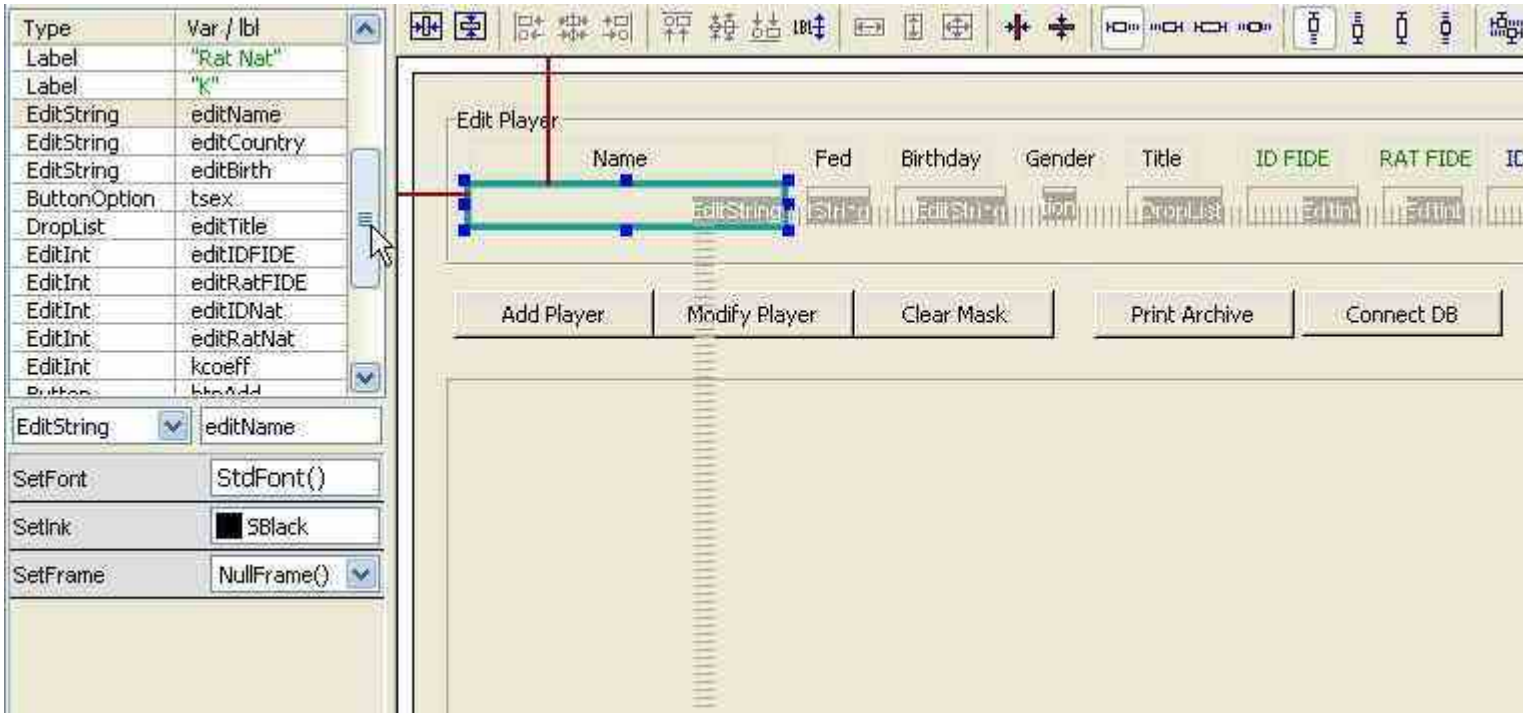
This is what I see with

Text SetLabel ? @1 "Option text";

and ... (see next post)

File Attachments

1) v5_1.jpg, downloaded 2490 times



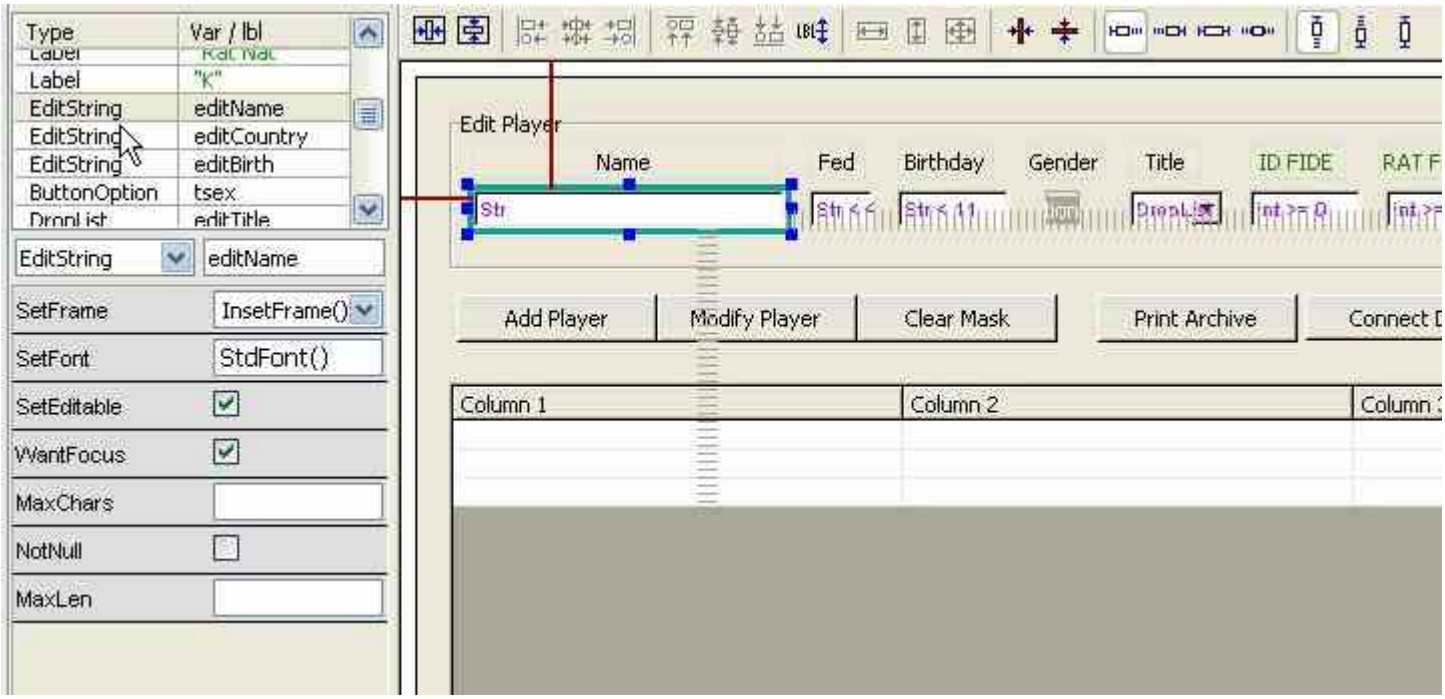
Subject: Re: two state button via layout designer
Posted by forlano on Sun, 04 Jun 2006 20:23:37 GMT
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This is what I see with

Text SetLabel ? "Option text";

File Attachments

1) v5_3.jpg, downloaded 2553 times



Subject: Re: two state button via layout designer
Posted by mirek on Sun, 04 Jun 2006 20:29:12 GMT
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forlano wrote on Sun, 04 June 2006 16:21luzr wrote on Sun, 04 June 2006 18:34
Strange, it seems ok here...

Mirek

This is what I see with

Text SetLabel ? @1 "Option text";

and ... (see next post)

Should be

Text SetLabel @1 ? "Option text";

Mirek

Subject: Re: two state button via layout designer
Posted by forlano on Sun, 04 Jun 2006 21:41:50 GMT
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luzr wrote on Sun, 04 June 2006 22:29

Should be

Text SetLabel @1 ? "Option text";

Mirek

Opsss... Now it works.
Thank you

Luigi