## Subject: Potential QTF minor bug or misunderstanding Posted by copporter on Thu, 18 Apr 2019 13:35:47 GMT

View Forum Message <> Reply to Message

Using a RichTextCtrl with Margins and a very specific qtf causes the size calculations to ignore a word that is moved from one line to the other.

Application attached. Press the button.

Here is the interesting bit.

The QTF ends in "}}]". This causes the problem.

Using "}}\n]" still has the problem.

Using a space, "}} ]" works.

Is this a bug or did I misunderstand spacing rules in QTF?

Edit: adding the space, "}} ]" causes other qtfs that displayed properly before to be larger.

This can be reproduced by deleting "descending" from the qtf.

## File Attachments

1) testqtf.zip, downloaded 277 times

Subject: Re: Potential QTF minor bug or misunderstanding Posted by mirek on Thu, 18 Apr 2019 13:43:52 GMT View Forum Message <> Reply to Message

cbpporter wrote on Thu, 18 April 2019 15:35Using a RichTextCtrl with Margins and a very specific qtf causes the size calculations to ignore a word that is moved from one line to the other.

Application attached. Press the button.

Here is the interesting bit.

The QTF ends in "}}]". This causes the problem.

Using "}}\n]" still has the problem.

Using a space, "}} ]" works.

Is this a bug or did I misunderstand spacing rules in QTF?

Edit: adding the space, "}} ]" causes other qtfs that displayed properly before to be larger.

This can be reproduced by deleting "descending" from the qtf.

Works for me, but I suspect that is just by chance (my font size and my display etc...)

Can you post screenshot?

Mirek

Subject: Re: Potential QTF minor bug or misunderstanding Posted by copporter on Thu, 18 Apr 2019 13:52:27 GMT

View Forum Message <> Reply to Message

Added cleaner example, without some wrong and redundant calculations (yey, found an ancient bug).

And screenshot. The larger you make the margin, the worse it gets: more is cut off.

I have 150% zoom on my desktop, but I'm also using some hacks to turn Win10 zoom into Win8 zoom. That's why screenshots are blurry.

The key to the issue is having the line of text break in two I believe, so that might work without changing zoom.

Edit: the new cleaner example no longer depends on the use of space in QTF, looks like a margin issue.

## File Attachments

- 1) gtf.png, downloaded 399 times
- 2) testqtf.zip, downloaded 272 times

Subject: Re: Potential QTF minor bug or misunderstanding Posted by copporter on Tue, 23 Apr 2019 07:28:16 GMT

View Forum Message <> Reply to Message

I added Ctrl::NoLayoutZoom() in main but still doesn't help.

It looks to be a margin issue, combined with the hidden scroll bar. If I enable scrollbar, the size is good. But it is my expectation that for at least small popups, margin should add on to the calculated size in both dimensions. Is it a wrong expectation?

The issue still looks like it only happens when the last word in the qtf, "indices" doesn't fit on the last line and is moved to a new line due to left justified text.

1) gtf2.png, downloaded 504 times

Subject: Re: Potential QTF minor bug or misunderstanding Posted by mirek on Fri, 26 Apr 2019 09:04:44 GMT

View Forum Message <> Reply to Message

Well, Margin is not accounted for in GetHeight, that is the root of problems.

I guess for your particular case, the metrics methods are sort of missing. However, if you look into ide AssistEditor::SyncAnnotationPopup() there is complete solution, you just need to account for margins...

Mirek

Subject: Re: Potential QTF minor bug or misunderstanding Posted by copporter on Fri, 03 May 2019 08:52:25 GMT

View Forum Message <> Reply to Message

mirek wrote on Fri, 26 April 2019 12:04Well, Margin is not accounted for in GetHeight, that is the root of problems.

I guess for your particular case, the metrics methods are sort of missing. However, if you look into ide AssistEditor::SyncAnnotationPopup() there is complete solution, you just need to account for margins...

Mirek

Thanks! For now I added (Zx(margin) + 1) \* 2 to both height and width. Probably not perfect but improved.