Hello @ all!

I have a problem with the ColorPopUp Widget.

I have a small test-application, where is a simple button. If I click it, there should popup the Color-Dialog.
Of course, it popup, but it doesn't stay on the screen. (It is only visible for some milliseconds.)

Here is a code sniped:

```
void ColorPop()
 {
  ColorPopUp chooser;
  chooser.PopUp(&myButton);
 }

 typedef MyAppWindow CLASSNAME;

 MyAppWindow()
 {
  Title("My application").Zoomable().Sizeable();
  AddFrame(menu);
  Add(myButton.LeftPos(10, 40).TopPos(10, 20));
  menu.Set(THISBACK(MainMenu));
  myButton.WhenAction = THISBACK(ColorPop);
 }
};


GUI_APP_MAIN
{
 MyAppWindow app;
 app.Run();
}
```

The only problem is the ColorPopUp, all other things work perfectly.

If you could help me, it would be very great!

friendly greetings

CyberEye

Subject: Re: ColorPopUp Problem
Posted by mirek on Mon, 12 Jun 2006 13:36:39 GMT

Well, the problem is obvious:

"PopUp" just opens ("launches") the popup window, nothing else. More specifically, it does not run any form of message loop.

What you do here is to construct ColorPopUp, then popup it, but just right after that you destruct it.

To solve this trouble, make your ColorPopUp member variable instead of local.

I recommend CtrlLib/ColorPusher for study...

Mirek

Subject: Re: ColorPopUp Problem
Posted by CyberEye on Mon, 12 Jun 2006 14:54:30 GMT

Oh yes, this is it!

Thank you for the tip!

It was the thing with the lifetime of an Object.

I must learn to think in Objects and their construction/destruction and so on.

friendly greetings

CyberEye

Subject: Re: ColorPopUp Problem
Posted by andrei-catalin on Mon, 12 Jun 2006 15:08:05 GMT

Hello,

Below is a little adaptation of ch11 tutorial showing ColorPusher, ColorCtrl and ColorButton in action.

#include <CtrlLib/CtrlLib.h>

#define IMAGECLASS TutorialImg
#define IMAGEFILE <gui_tutorial/ch11/images.iml>

```cpp
#include <Draw/iml.h>

struct MyAppWindow : TopWindow {
 MenuBar menu;
 ToolBar tool;
//================================
 ColorPusher colorSelector1;
   ColorCtrl colorSelector2;
   ColorButton colorSelector3;
 //================================
 void MenuFn() {
 PromptOK("Fn activated!");
 }

 void BarFn() {
 PromptOK("Fn2 activated!");
 }

 void Exit() {
 if(PromptOKCancel("Exit MyApp?"))
  Break();
 }

 void SubBar(Bar& bar) {
 bar.AddMenu("Function", TutorialImg::Fn(), THISBACK(MenuFn));
 bar.Add(TutorialImg::Fn2(), THISBACK(BarFn));
 bar.Add("Exit", TutorialImg::Exit(), THISBACK(Exit));

//==============================
 bar.Separator();
 bar.Add(colorSelector1,120,20);
 colorSelector1.WithText();
 bar.Add(colorSelector2,50,20);
 bar.Add(colorSelector3);
 colorSelector3.ColorImage(CtrlImg::BoxButton0());
 colorSelector3.NullImage(CtrlImg::set_transparent());
//==============================
 }

 void MainMenu(Bar& bar) {
 bar.Add("Menu", THISBACK(SubBar));
 }

 typedef MyAppWindow CLASSNAME;

 MyAppWindow() {
 Title("My application with bars").Sizeable();
 AddFrame(menu);
```

```
    AddFrame(tool);
    menu.Set(THISBACK(MainMenu));
    tool.Set(THISBACK(SubBar));
  }
};

GUI_APP_MAIN
{
  MyAppWindow app;
  app.Run();
}
```

Andrei

Subject: Re: ColorPopUp Problem
Posted by CyberEye on Tue, 13 Jun 2006 06:58:49 GMT
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Hello andrei!

It's a cool example, how easy it is to embed and handle complex control-elements within a toolbar (for example).

Unbelievable to do it as easy in MFC-Framework or Win32 API directly.

For me, U++ is overall the best Framework to develop OS-independent! It's sad, that U++ is not well-known for most developer in the world.

Only the compiling time is a bit long.

friendly greetings

CyberEye

Subject: Re: ColorPopUp Problem
Posted by unodgs on Tue, 13 Jun 2006 09:22:56 GMT
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Quote:It's a cool example, how easy it is to embed and handle complex control-elements within a toolbar (for example).

Unbelievable to do it as easy in MFC-Framework or Win32 API directly.

Exactly! But more interesting is frame concept which is very flexible and useful - you can for example easily put any toolbar (or another frame) inside any upp control. The only thing I miss is

an ability to set cliping of child controls to arbitrary rectangle (default is to a frame) what complicated my grid ctrl code and frankly forced me to develop it twice from scratch

Quote:For me, U++ is overall the best Framework to develop OS-independent!

Holy truth!

Subject: Re: ColorPopUp Problem
Posted by fudadmin on Tue, 13 Jun 2006 10:01:05 GMT
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CyberEye wrote on Tue, 13 June 2006 07:58
For me, U++ is overall the best Framework to develop OS-independent! It's sad, that U++ is not well-known for most developer in the world.

CyberEye

More sad is the fact that so many promising members praising U++ disappear very quickly...

Subject: Re: ColorPopUp Problem
Posted by unodgs on Tue, 13 Jun 2006 12:14:08 GMT
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Quote:More sad is the fact that so many promising members praising U++ disappear very quickly...

How can you know that? Not everyone like to be active on forums..

Subject: Re: ColorPopUp Problem
Posted by fudadmin on Tue, 13 Jun 2006 12:23:22 GMT
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unodgs wrote on Tue, 13 June 2006 13:14Quote:More sad is the fact that so many promising members praising U++ disappear very quickly...

How can you know that? Not everyone like to be active on forums..

then look at the downloads statistics... and compare with other toolkits statistical trends...

Subject: Re: ColorPopUp Problem
Posted by forlano on Tue, 13 Jun 2006 20:20:20 GMT
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fudadmin wrote on Tue, 13 June 2006 14:23unodgs wrote on Tue, 13 June 2006 13:14Quote:More sad is the fact that so many promising members praising U++ disappear very quickly...

How can you know that? Not everyone like to be active on forums..

then look at the downloads statistics... and compare with other toolkits statistical trends...

Yes, I've contributed to their statistics too in the past. But after a few hours each single bit of their distro disappeared from my computer. Some toolkit is only much more known than other and the new users prefer to move toward the one that seems more supported and with a long tradition. I understand them. Some other, as me in the past, are just unaware and are conditioned by the label "good" on this well know page http://free-soft.org/guitool/ (what to do to merit this label there?). I landed here by chance.
I would like to invite once more the active upp members to post much more compilable test cases or part of their application showing some feature not yet covered by the upp documentation. Because a complete user manual is missing, only a greater collection of code example can supply its lack.
I see many clever questions and answers in this forum but I do not understand what they are speaking about! . Well, I think that at the end of the speech something could remain somewhere under the form of a stupid compilable test case for study purpose for the beginners.

Luigi

(ops... I am off topic   )