Subject: ColumnList void SetFrame problem
Posted by aa_dav on Fri, 29 Nov 2024 02:26:01 GMT
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I met it in UltimatePP-win-17045 distro.
Steps to recreate:
1. Create MyApps package Test01 (CtrlLib application with main window)
2. Put ColumnList in layout
3. Change it's SetFrame property from default to BlackFrame()
4. Compile
It will give error:

MyTest01.lay:2:59: error: member reference base type 'void' is not a structure or union
ITEM(Upp::ColumnList, dv___0, SetFrame(Upp::BlackFrame()).LeftPosZ(96, 150).TopPosZ(68, 100))
AFAIU the reason is overloading of method Ctrl& SetFrame(...) in ColumntList by void SetFrame(...) which breaks chaining.
But moreover - overloaded SetFrame doesn't call Ctrl::SetFrame of base class and this breaks something in layout - ColumnList doesn't resize correctly (gets a little bit less size than it should on resize of window if anchored to both bounds). Latter example is more complex to recreate: place ColumnList and another widget side by side and set their vertical anchors in "Spring vertical size" mode. Then resize window - ColumntList will tend to be smaller in vertical size than reference widget. It's something about SetFrame.
I fixed this by next code:

static_cast<Ctrl&>(deviceList).SetFrame(upp::BlackFrame()); // fix

Subject: Re: ColumnList void SetFrame problem
Posted by aa_dav on Sun, 01 Dec 2024 03:26:37 GMT
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I've recreated the issue in latest POSIX distro in Ubuntu 24.xx just now.
The same error persists.

Subject: Re: ColumnList void SetFrame problem
Posted by aa_dav on Sun, 01 Dec 2024 04:28:52 GMT
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By the way I want to express my amusement and admiration of U++.
I found it something about week ago and this is that I always wanted to have in my development tools.
Cross-platform, easy to deploy, easy to use, self-sufficable and self-contained C++ GUI

development IDE. Damn, I never thought it could exist.
I see it's not as powerful as Qt, but Qt is so damn overkill many times.
Thank you very much all who made this dream alive!

Subject: Re: ColumnList void SetFrame problem
Posted by Lance on Sun, 01 Dec 2024 11:15:06 GMT
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Yes, I reproduced the problem.

Welcome, aa_dav!

Quote:
Cross-platform, easy to deploy, easy to use, self-sufficable and self-contained

And fast in compiling and fast in excution

Unfortunately U++ hadn't become as popular as it deserved.
