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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 MyApp 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 ColumnList 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 - ColumnList 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
```

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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.

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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-sufficible and self-contained C++ GUI

development IDE. Damn, I never thought it could exist. :d  
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! :)

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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-sufficient and self-contained

And fast in compiling and fast in execution :)

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

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