Subject: DropList Items Text highlight area height
Posted by lmonda on Wed, 16 Sep 2026 14:31:27 GMT
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Hello

I am working with a U++ project (Upp version 17490), that recently migrated to newer hardware that uses touchscreen.

It is difficult to make a droplist selection using finger on a std Droplist as the text highlight area in the droplist Text items are very small.

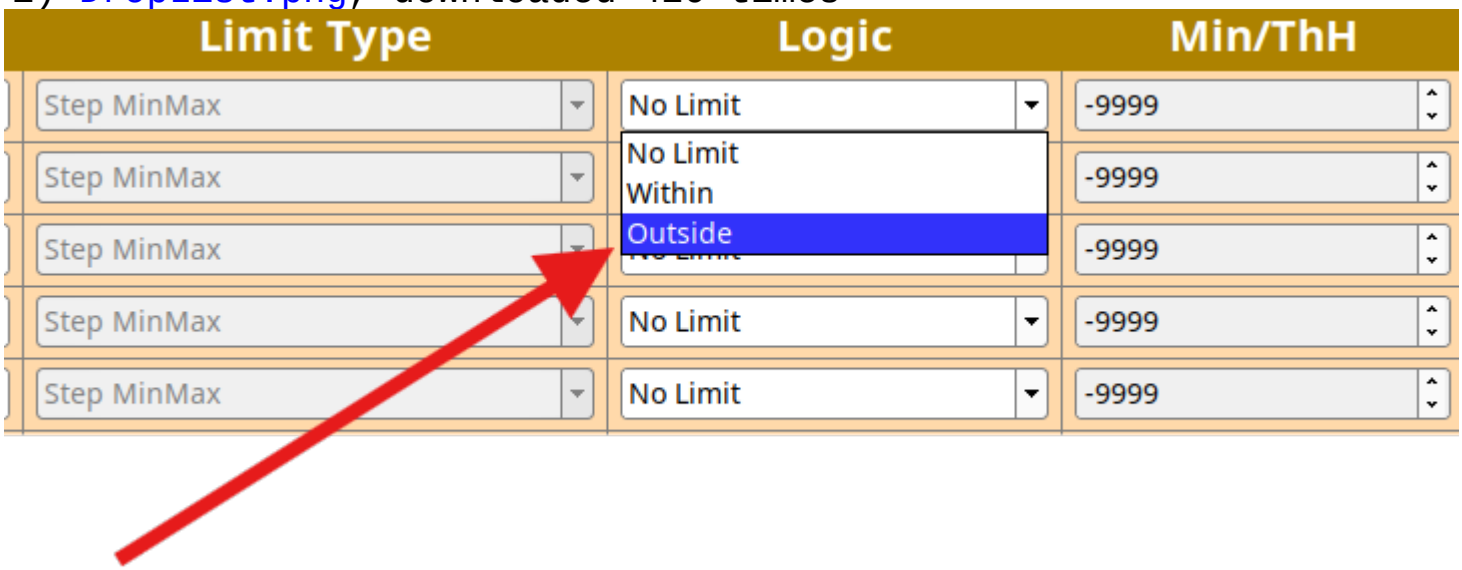
Is there a way to increase the text selection rectangle height for a droplist control?

In the attached image, how to increase the blue rectangle height to like a button height so it is easy to select?

Thank You
lmonda

File Attachments

1) DropList.png, downloaded 420 times



Subject: Re: DropList Items Text highlight area height
Posted by Oblivion on Wed, 16 Sep 2026 16:38:02 GMT
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Hi lmonda,

Yes, you can change the height. Even independently, per-line:

```
#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct MyApp : TopWindow  {
 DropList list;
 MyApp()
 {
  Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 400, 400);
  Add(list.HCenterPos(300).VCenterPos());

  for(int i = 0; i < 5; i++)
   list.Add(i).SetLineCy(i, GetStdFontCy() * max(i, 1));
  list.GoBegin();

 }
};

GUI_APP_MAIN
{
 MyApp().Run();
}
```

Best regards,
Oblivion

Subject: Re: DropList Items Text highlight area height
Posted by lmonda on Thu, 17 Sep 2026 16:22:50 GMT
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Hi Oblivion

Thanks, that is super helpful in using native controls. I am able to adjust the selection height.

Now In some cases, we have custom drop list that was extended from upp drop list. In these controls we override the Display like this -

```
struct DropListFontDisplay : Display {

   virtual void Paint(Draw& w, const Rect& r, const Value& q, Color ink,
                      Color paper, dword style) const
   {
      //Font fnt = StdFont(16).Bold();
```

```
        Color dropbackColor = Color(153,187,255);
        String txt = q;
        w.DrawRect(r, dropbackColor/*SColorFace*/);
        w.DrawText(r.left + 2, r.top + (r.Height() - GetTextSize(txt, _GFont).cy) / 2,
                txt, _GFont, ink);
    }
};
```

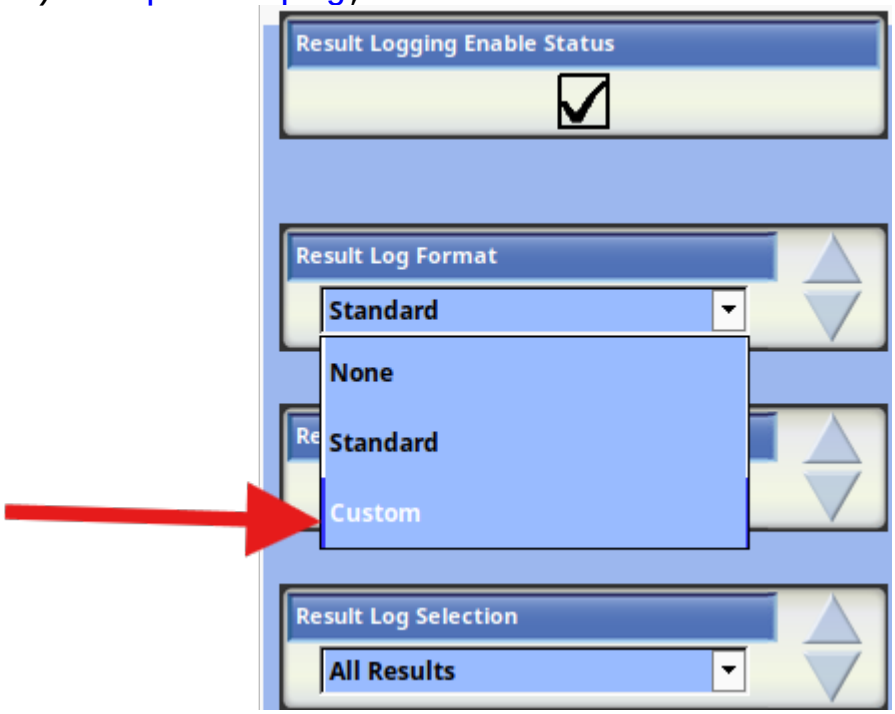
Then I do this to set the display height like below, which works fine. But the drop down color covers the Highlight rectangle color. Why? See image. Blue selection rectangle missing.

```
_DropList.SetDisplay(Single<DropListFontDisplay>(),35);
```

Thanks
lmonda

File Attachments

1) DropList.png, downloaded 376 times



Subject: Re: DropList Items Text highlight area height
Posted by Oblivion on Thu, 17 Sep 2026 17:31:47 GMT
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Since droplist expects a display object, it passed "style" variable, which is an enum part of Display

```
class Display : public Pte<Display> {
public:
 enum {
  CURSOR   = 0x01,
  FOCUS    = 0x02,
  SELECT   = 0x04,
  READONLY = 0x08,
 };
```

So,

```
struct MyDisplay : Display {
 void Paint(Draw &w, const Rect &r, const Value &q, Color ink, Color paper, dword style) const
override
 {
  w.DrawRect(r, style & CURSOR ? SColorHighlight : SRed());
  w.DrawText(r.left, r.top, q.ToString(), StdFont(), Black());
 }
};
struct MyApp : TopWindow  {
 DropList list;
 MyApp()
 {
  Sizeable().Zoomable().CenterScreen().SetRect(0, 0, 400, 400);
  Add(list.HCenterPos(300).VCenterPos());

  list.SetDisplay(Single<MyDisplay>());
  for(int i = 0; i < 5; i++)
   list.Add(i).SetLineCy(i, GetStdFontCy() * max(i, 1));
  list.GoBegin();

 }
};

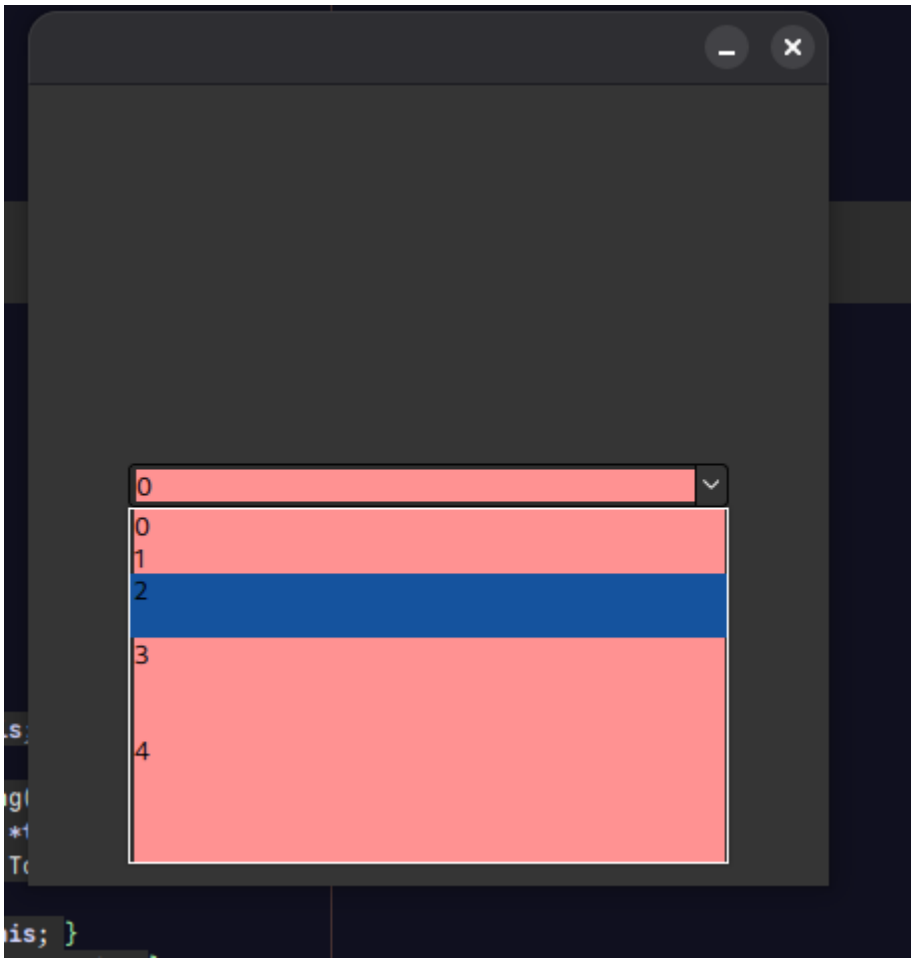
GUI_APP_MAIN
{
 MyApp().Run();
}
```

Should work (if this is what you meant):

Best regards,

Oblivion

File Attachments
1) Ekran Görüntüsü 2026-09-17 20-30-50.png , downloaded 508 times



Subject: Re: DropList Items Text highlight area height
Posted by lmonda on Fri, 18 Sep 2026 04:23:19 GMT
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Hi Oblivion,

Thanks, Let me try this.

Also I have a menubar popup where I add Text to the menu bar with Add().
How do I change menu item Text height? Menubar does not have set height member.

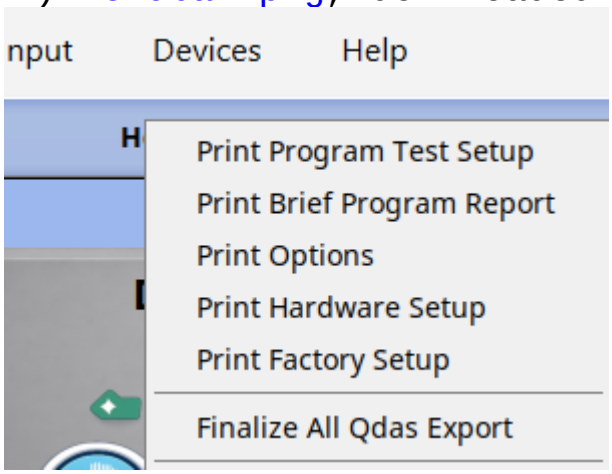
```
MenuBar menu;
   menu.Add(t_("Print Program Test Setup"), THISBACK(PrintTestSetupReportCB)).;
   menu.Add(t_("Print Brief Program Report"), THISBACK(PrintBriefTestReportCB));
   menu.Add(t_("Print Options"), THISBACK(PrintOptionsReportCB));
```

```
    menu.Add(t_("Print Hardware Setup"), THISBACK(PrintHdwrSetupCB));
    menu.Add(t_("Print Factory Setup"), THISBACK(PrintFactoryConfigCB));
    menu.Separator();
#ifndef ENABLE_PART11
    menu.Add(t_("Login/Logout"), THISBACK(ShowLoginCB));
    menu.Add(t_("Forgot Password"), THISBACK(ShowPasswordForgotCB));
    menu.Separator();
```

Thanks
Lakshmi.

File Attachments

1) menubar.png, downloaded 374 times



Subject: Re: DropList Items Text highlight area height
Posted by Oblivion on Sat, 19 Sep 2026 08:12:04 GMT
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AFAIK, there is no direct way.
You can change menubar font, But I doubt that it will give you the desired effect.

Best regards,
Oblivion

Subject: Re: DropList Items Text highlight area height
Posted by lmonda on Thu, 24 Sep 2026 23:52:28 GMT
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Hi Oblivion,
It would have been nice to be able to change the menu item height. But will try increasing the font

for now.
Thanks
Lmonda

Subject: Re: DropList Items Text highlight area height
Posted by lmonda on Wed, 07 Oct 2026 23:53:34 GMT
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Hi Oblivion
I tried increasing the menu text font, but it cuts off some of the bottom text. I am using Ariel.
Dont know why? see attached image
Thanks
lmonda

File Attachments
1) MenuFont.png, downloaded 217 times

