Subject: Problems with the visualization of tabctrl in 608-dev1
Posted by forlano on Tue, 22 Aug 2006 23:44:19 GMT
View Forum Message <> Reply to Message

Hello,

the application now does not crash, but all my beautiful tabctrls are disappeared and I cannot use the app!

In 607-dev1 I used
```
  tabs.Set(2, false);
```
to set the focus on page 2 but now seems I must remove the second argument. The layout file now looks darker than previous version.
The "TabCtrl tabs" is connected with the splitter in this way:

```
VegaMain::VegaMain()
{
 CtrlLayout(*this, VERSION);
 spls.Vert();
 spls.SetPos(8500);
 spls.Add(tabs);
 spls.Add(consoleFrame);

 SetBars();
 SetTabs();
 Init();
 BackPaint();
 this->WhenClose = THISBACK(Exit); // prevent the closure
}
```

that should be OK. So for the moment I'm a bit confused. Tomorrow I'll inquire better to understand why the tabctrl are not displayed with the splitter with some minimalist example.

Luigi

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by mirek on Wed, 23 Aug 2006 10:00:08 GMT
View Forum Message <> Reply to Message

BTW, what was the cause of crashing?

All of my TabCtrls are still working well; I am waiting for example.

I am sorry for causing troubles.

Mirek

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by forlano on Wed, 23 Aug 2006 10:07:23 GMT
View Forum Message <> Reply to Message

forlano wrote on Wed, 23 August 2006 01:44Hello,

the application now does not crash, but all my beautiful tabctrls are disappeared and I cannot use the app!

In 607-dev1 I used
```
  tabs.Set(2, false);
```
to set the focus on page 2 but now seems I must remove the second argument. The layout file now looks darker than previous version.
The "TabCtrl tabs" is connected with the splitter in this way:

```
VegaMain::VegaMain()
{
 CtrlLayout(*this, VERSION);
 spls.Vert();
 spls.SetPos(8500);
 spls.Add(tabs);
 spls.Add(consoleFrame);

 SetBars();
 SetTabs();
 Init();
 BackPaint();
 this->WhenClose = THISBACK(Exit); // prevent the closure
}
```

that should be OK. So for the moment I'm a bit confused. Tomorrow I'll inquire better to understand why the tabctrl are not displayed with the splitter with some minimalist example.

Luigi

I'm afraid there is some serius problem in the interaction between splitter and tabctrl. Attached is my old example code posted somewhere in the forum that worked nicely. The relevant file in main.cpp. With respect the previous version I have added the IsNull() in place of '=='. The tabctrl simply do not longer appear with 608-dev1.

I do not think it is the setting of my compiler. I'll be grateful if somebody running 608-dev1 could check how it looks (is there a tabctrl at the start of the application?).

Luigi

File Attachments

1) ForlanoVega.rar, downloaded 1905 times

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by forlano on Wed, 23 Aug 2006 10:12:35 GMT
View Forum Message <> Reply to Message

luzr wrote on Wed, 23 August 2006 12:00BTW, what was the cause of crashing?

I removed that cause (a C style string passed to a function that waited a String). Now works but not as it should work.
I'm sorry for wasting your time but it looks very strange. Same compiler, same code, same procedure to install the distro, but opposite result.

Luigi

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by fudadmin on Wed, 23 Aug 2006 11:11:22 GMT
View Forum Message <> Reply to Message

I've just run your app. Try to click on maximize button and check if all the functionality returns.

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by forlano on Wed, 23 Aug 2006 11:33:06 GMT
View Forum Message <> Reply to Message

fudadmin wrote on Wed, 23 August 2006 13:11I've just run your app. Try to click on maximize button and check if all the functionality returns.
Yes, it works! even the real application works. Then clik again and come to standard dimension with all functions.
What is it happening?
Thank you

Luigi

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by fudadmin on Wed, 23 Aug 2006 12:58:01 GMT
View Forum Message <> Reply to Message

forlano wrote on Wed, 23 August 2006 12:33fudadmin wrote on Wed, 23 August 2006 13:11I've just run your app. Try to click on maximize button and check if all the functionality returns.
Yes, it works! even the real application works. Then clik again and come to standard dimension with all functions.
What is it happening?
Thank you

Luigi

I don't know what's happening... but
for the new 608 this should help:

```
VegaMain::VegaMain()
{
 CtrlLayout(*this, "Forlano Vega Main");
 spls.Vert();
 spls.SetPos(8000);
 spls.Add(tabs);
 spls.Add(consoleFrame);
 spls.AddFrame(NullFrame()); //FIX for 608 or add any frame
...
```

P.S if this dosn't help, tell (maybe I've forgotten more...)
Aris

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by forlano on Wed, 23 Aug 2006 13:04:05 GMT
View Forum Message <> Reply to Message

fudadmin wrote on Wed, 23 August 2006 14:58
I don't know what's happening... but
for the new 608 this should help:

```
VegaMain::VegaMain()
{
 CtrlLayout(*this, "Forlano Vega Main");
 spls.Vert();
 spls.SetPos(8000);
 spls.Add(tabs);
 spls.Add(consoleFrame);
 spls.AddFrame(NullFrame()); //FIX for 608 or add any frame
...
```

Yes, it works!
One day I'll understand why, but for the moment I'm and it is enough.
Thanks,
Luigi

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by mirek on Thu, 24 Aug 2006 15:16:24 GMT
View Forum Message <> Reply to Message

```
VegaMain::VegaMain()
{
 CtrlLayout(*this, "Forlano Vega Main");
 spls.Vert();
 spls.SetPos(8000);
 spls.Vert(tabs, consoleFrame); // <<<<<<!!!!!
// spls.Add(tabs);
// spls.Add(consoleFrame);
 rubbish = " ";

 SetBars();
 SetTabs();
 Init();
 BackPaint();
}
```

However, this seems to be a kind of glitch in U++ (because Splitter allows more than two panes and you would be required to call Horz or Vert at the end), therefore I have fixed U++ to work even with original code.

Mirek

Subject: Re: Problems with the visualization of tabctrl in 608-dev1
Posted by forlano on Thu, 24 Aug 2006 16:12:57 GMT
View Forum Message <> Reply to Message

luzr wrote on Thu, 24 August 2006 17:16
However, this seems to be a kind of glitch in U++ (because Splitter allows more than two panes and you would be required to call Horz or Vert at the end), therefore I have fixed U++ to work even with original code.

Mirek

Thanks!
Luigi