Subject: Toolbar and gray color in layout
Posted by forlano on Wed, 01 Nov 2006 14:36:32 GMT
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Hello,

I've a tabctrl and in one of the pages there is a layout. In this last I've created a toolbar to attach several buttons with icon. The toolbar looks not so nice. In fact it remains gray while I was waiting to see it white after last chamaleon. PErhaps it is normal.

Perhaps I did a mistake with AddFrame, so I post the code that realize it in the layout:

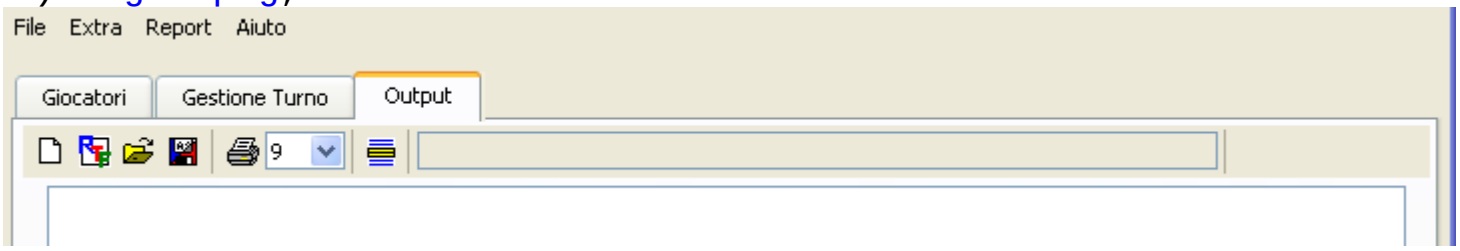
```
class VegaTab4 : public WithVegaTab4Layout<ParentCtrl> {
ToolBar toolbar;
FontHeight edt;
EditString edts;
public:
String  filename;
 typedef VegaTab4 CLASSNAME;
...
}
```

and the constructor

```
VegaTab4::VegaTab4()
{   int i;
    CtrlLayout(*this);
    SizePos();
    AddFrame(toolbar);
    toolbar.Set(THISBACK(MainBar));
... // not important
}
```

File Attachments

1) vega1.png, downloaded 4764 times



Subject: Re: Toolbar and gray color in layout
Posted by mirek on Wed, 01 Nov 2006 18:41:15 GMT
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Well, it is as intended, which does not necessary means it is right...

ToolBar paints itself with the color you see (in future, this might become something else, like gradient). Do you think we should change this? E.g. some ToolBar option?

Mirek

Subject: Re: Toolbar and gray color in layout
Posted by forlano on Wed, 01 Nov 2006 18:57:56 GMT
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luzr wrote on Wed, 01 November 2006 19:41Well, it is as intended, which does not necessary means it is right...
ToolBar paints itself with the color you see (in future, this might become something else, like gradient). Do you think we should change this? E.g. some ToolBar option?

Mirek

I do not know what to suggest. The upper toolbar is OK, but the second one looks a bit ugly. Perhaps an option to have the same effect of white as are all the other ctrls around could be advisable.

Thank you,
Luigi

Subject: Re: Toolbar and gray color in layout
Posted by mirek on Wed, 01 Nov 2006 19:33:29 GMT
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Well, I have altered bar code a little, please try in CtrlLib/Bar.cpp

```
void BarPane::Paint(Draw& w)
{
 Size sz = GetSize();
 Ctrl *q = GetParent();
 if(!q || !q->IsTransparent())
  w.DrawRect(sz, menu ? (GUI_GlobalStyle() >= GUISTYLE_XP ? SColorMenu : SColorFace) :
SColorFace);
....
```

and them make your ToolBar Ctrl transparent (by calling "Transparent" method).

Mirek

Subject: Re: Toolbar and gray color in layout
Posted by forlano on Wed, 01 Nov 2006 19:45:33 GMT
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luzr wrote on Wed, 01 November 2006 20:33Well, I have altered bar code a little, please try in CtrlLib/Bar.cpp

```
void BarPane::Paint(Draw& w)
{
 Size sz = GetSize();
 Ctrl *q = GetParent();
 if(!q || !q->IsTransparent())
  w.DrawRect(sz, menu ? (GUI_GlobalStyle() >= GUISTYLE_XP ? SColorMenu : SColorFace) :
SColorFace);
....
```

and them make your ToolBar Ctrl transparent (by calling "Transparent" method).

Mirek

Thank you very much! Now looks better.

Luigi

Subject: Re: Toolbar and gray color in layout
Posted by fallingdutch on Sun, 05 Nov 2006 09:39:11 GMT
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Is this added to the release-code or only a custom fix?

Bas

Subject: Re: Toolbar and gray color in layout
Posted by mirek on Sun, 05 Nov 2006 10:18:28 GMT
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Sure, it is in main tree. However, it was not part of any dev release yet.

Mirek

Subject: Re: Toolbar and gray color in layout
Posted by fallingdutch on Sun, 05 Nov 2006 10:27:55 GMT
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Hello Luigi,

forlano wrote on Wed, 01 November 2006 20:45
Thank you very much! Now looks better.

add this to your code, too and it look even better - imho (I use it, too)
file: CtrlLib/ToolBar.cpp

```
void ToolButton::Paint(Draw& w)
{
   painted_checked = checked;
   Size sz=GetSize();
   Size isz =image.GetSize();

//insert starts
   Ctrl *q=GetParent()->GetParent();
   if(!q||!q->IsTransparent())
//insert ends
      w.DrawRect(....);
   if(IsEnabled()) {
      bool push = HasMouse() && GetMouseLeft();
      if(IsXpStyle()) {
         [...]
         else
//insert starts
            if(!q||!q->IsTransparent())
//insert ends
               w.DrawRect(...);
         DrawHighlightImage(...);
      }
      else {
          //guess no need to change anything here - hope at least
      }
   }
   else
      w.DrawImage(...);
}
```

looks like this:

on the left the icons - the first enabled the others disabled, on the right the first with mouse over it, ready to be pressed
Bas

File Attachments

1) toolbar.jpg, downloaded 4756 times



Subject: Re: Toolbar and gray color in layout
Posted by forlano on Sun, 05 Nov 2006 19:41:09 GMT
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Hi Bas,

it looks great. Please let me ask you to post the entire ToolButton::Paint(Draw& w) method as I'm having problem to modify it.
Thanks,

Luigi

Subject: Re: Toolbar and gray color in layout
Posted by fallingdutch on Sun, 05 Nov 2006 21:22:36 GMT
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talked to Mirek, he told me that my code is not up to date ... so which version of upp do you use, Luigi?

I use 610-dev2

Bas

Subject: Re: Toolbar and gray color in layout
Posted by fallingdutch on Sun, 05 Nov 2006 21:26:52 GMT
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Hi Luigi,
just saw in another post, that you use 610-dev3 ... the one without "IsXPStyle()"

will download it and check how to patch it

Bas

Subject: Re: Toolbar and gray color in layout
Posted by fallingdutch on Sun, 05 Nov 2006 21:58:08 GMT
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Now for Version 610-dev4:

CtrlLib/ToolBar.cpp

```
void ToolButton::Paint(Draw& w) {
   [...]
   Size isz = image.GetSize()
//insert starts here
   Ctrl *q = GetParent()->GetParent();
   if(!q || !q->IsTransparent())
//insert ends here
      w.DrawRect(...);
   [...]
}
```

Hope it helps,
Bas

Subject: Re: Toolbar and gray color in layout
Posted by forlano on Mon, 06 Nov 2006 20:09:05 GMT
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fallingdutch wrote on Sun, 05 November 2006 22:58Now for Version 610-dev4:

CtrlLib/ToolBar.cpp

```
void ToolButton::Paint(Draw& w) {
   [...]
   Size isz = image.GetSize()
//insert starts here
   Ctrl *q = GetParent()->GetParent();
   if(!q || !q->IsTransparent())
//insert ends here
      w.DrawRect(...);
   [...]
```

}

Hope it helps,
Bas

It works
So the Mirek's modification in BarPane in conjunction with this last one do the job I wanted, just as the previous picture has shown.
Thanks a lot!

Luigi

Subject: Re: Toolbar and gray color in layout
Posted by forlano on Sat, 09 Jun 2007 22:09:56 GMT
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Hello,

I continue to post here because it regards the same problem with version 2007.1. Please have a look to the following picture that shows a toolbar with icon of different size

As you see the droplist and the editstring ctrl look gray. The method .Transparent() do not improve the situation. Is there a workaround?

Thanks,
Luigi

File Attachments
1) ult1.jpg, downloaded 1813 times



Subject: Re: Toolbar and gray color in layout
Posted by mirek on Sun, 10 Jun 2007 17:36:53 GMT
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Another bug, fixed...

Quick patch:

CtrlLib/Bar.cpp 436:

```
void BarCtrl::AddCtrl(Ctrl *ctrl, Size sz)
{
 SizeCtrl& m = sizer.DoIndex(zii++);
 m.Transparent(IsTransparent());
 LogPos p = ctrl->GetPos();
 if(p.x.IsEmpty())
  if(sz.cx == INT_MAX)
   ctrl->HSizePos();
  else
   ctrl->HCenterPos(sz.cx ? sz.cx : MINSIZE);
 if(p.y.IsEmpty())
  if(sz.cy == INT_MAX)
   ctrl->VSizePos();
  else
   ctrl->VCenterPos(sz.cy ? sz.cy : MINSIZE);
 LLOG("AddCtrl Ctrl::GetSize: " << ctrl->GetSize());
 m.SetSize(sz);
 m.AddChild(ctrl);
 AddNC(m);
 LLOG("AddCtrl2 Ctrl::GetSize: " << ctrl->GetSize());
}

void BarCtrl::SizeCtrl::Paint(Draw& w)
{
 if(!IsTransparent())
  StaticRect::Paint(w);
}
```

(and add Paint declaration to SizeCtrl..)

Subject: Re: Toolbar and gray color in layout
Posted by forlano on Sun, 10 Jun 2007 22:35:39 GMT
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luzr wrote on Sun, 10 June 2007 19:36Another bug, fixed...

Quick patch:

CtrlLib/Bar.cpp 436:

```
void BarCtrl::AddCtrl(Ctrl *ctrl, Size sz)
{
 SizeCtrl& m = sizer.DoIndex(zii++);
 m.Transparent(IsTransparent());
 LogPos p = ctrl->GetPos();
 if(p.x.IsEmpty())
```

```
  if(sz.cx == INT_MAX)
   ctrl->HSizePos();
  else
   ctrl->HCenterPos(sz.cx ? sz.cx : MINSIZE);
 if(p.y.IsEmpty())
  if(sz.cy == INT_MAX)
   ctrl->VSizePos();
  else
   ctrl->VCenterPos(sz.cy ? sz.cy : MINSIZE);
 LLOG("AddCtrl Ctrl::GetSize: " << ctrl->GetSize());
 m.SetSize(sz);
 m.AddChild(ctrl);
 AddNC(m);
 LLOG("AddCtrl2 Ctrl::GetSize: " << ctrl->GetSize());
}

void BarCtrl::SizeCtrl::Paint(Draw& w)
{
 if(!IsTransparent())
  StaticRect::Paint(w);
}
```

(and add Paint declaration to SizeCtrl..)

Thanks, it works

Just a note. At first my code with the above fix did not work because I had in my constructor

```
    ...
    toolbar.Set(THISBACK(MainBar));
    toolbar.Transparent();
    ...
```

instead of the correct order

```
    ...
    toolbar.Transparent();
    toolbar.Set(THISBACK(MainBar));
    ...
```

This is because MainBar must know in advance the transparency state of the toolbar.

Luigi