Subject: some drawing problems in X11
Posted by evert on Wed, 06 Dec 2006 22:16:50 GMT
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Hi,

I have created a small ataxx (virus) game in U++ as part of my programming course at the university. The code is ugly, I'm a beginner, the comments are in Dutch, but it works, at least in Win32. In X11 I have to disable a few things like auto-resizing the window.

Some code snippets that causes problems:

```
w.DrawEllipse(startx, starty, virusgrootte/2, virusgrootte/2, Yellow());
```

(it seems like DrawEllipse does not like the divisions - Win32 does not complain though)

```
centrumpunt = GetWorkArea().CenterPoint();
centreerx = centrumpunt.x-(int)(.5*raambreedte);
centreery = centrumpunt.y-(int)(.5*raamhoogte);
SetRect(centreerx, centreery, raambreedte, raamhoogte);
```

(something goes wrong with GetWorkArea().CenterPoint(); or with SetRect, not sure which is causing the problem)

I'm working with upp_0.612.1-1_i386.deb

(in windows, i work with the 605 release, works splendid)

Just to let you know there errors ocurred. I've to show my work tomorrow so I will not care much myself about these problems - I just show the win32 version and my teacher will be happy.

Thanks for U++ !!

Subject: Re: some drawing problems in X11
Posted by mirek on Wed, 06 Dec 2006 22:35:48 GMT
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Do you think you could post the whole package as testcase?

Mirek

Subject: Re: some drawing problems in X11
Posted by evert on Thu, 07 Dec 2006 12:08:28 GMT
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Sure. Unzip to MyApps and it's ready to compile.

But the code quality is below standards, and comments are in Dutch...

File Attachments

1) ataxx.zip, downloaded 1941 times

Subject: Re: some drawing problems in X11
Posted by mirek on Thu, 07 Dec 2006 13:59:25 GMT
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Ooops. By mistake, you placed the .lay file into other directory ("Open any file.."), so it did not get zipped.

Please send it:)

Mirek

Subject: Re: some drawing problems in X11
Posted by evert on Thu, 07 Dec 2006 15:44:21 GMT
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bordselectie.lay is in the zip file

there is no other .lay file, the topwindows is made without a layout file with void MyAppWindow::Paint(Draw& w)

Subject: Re: some drawing problems in X11
Posted by andrei-catalin on Fri, 08 Dec 2006 09:38:29 GMT
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Hi!

After some modifications I succeded to run your app.

The main problem is placing SetRect method in Paint routine.

A hint is to separe this method as a individual method.

Andrei

Subject: Re: some drawing problems in X11
Posted by evert on Fri, 08 Dec 2006 09:50:47 GMT
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@ luzr, andrei-catalin:

Thanks a lot. I would never have figured that out. I will try and recompile it in Ubuntu this weekend and let you know about it.

Subject: Re: some drawing problems in X11
Posted by evert on Sun, 10 Dec 2006 11:19:26 GMT
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Have tried it. Compiles OK, and no crash during runtime any more. But resizing is still a problem. How to programatically Resize the app window at runtime? In win32, the SetRect method does a fine job, but in X11, it only works when the window is first initialized. Using a SetRect (oudside of the Paint method) in X11 results in a windows with zero width and height.

I have tried things like GuiFlush(), Restore() and Layout() after the SetRect but the problem persists.

Actually I don't need it anymore (got a nice mark for my little program) but I feel like resizing windows should work in X11 if it works in win32.

Ubuntu 6.10
U++ 612-dev1

Regards, Evert

Subject: Re: some drawing problems in X11
Posted by andrei-catalin on Sun, 10 Dec 2006 19:02:07 GMT
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You could try my version (tested only in win32). Perhaps it will work in X11, too.

Good luck,
Andrei

File Attachments
1) ataxx.zip, downloaded 448 times

Subject: Re: some drawing problems in X11

Posted by evert on Sun, 10 Dec 2006 21:07:04 GMT
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Your version didn't compile at first (you commented out a few files) but after fixing that, it did compile fine. I should have made a Makefile, probably, and fix the modulatity.

The problem in your version is solved - programatically rezising the window now works I'm still figuring out how you did it. Is it in this part of the code? Does one need a Backpaint() to resize a window at runtime?

```
GUI_APP_MAIN {
 MyAppWindow ataxx;
 ataxx.BackPaint();
 ataxx.Run();
}
```

Subject: Re: some drawing problems in X11
Posted by andrei-catalin on Sun, 10 Dec 2006 21:23:08 GMT
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Major changes are in main.cpp lines 156-170 and 500-514.

BackPaint is only for eliminate flickering.

Andrei