Subject: Upp 2007.1 released
Posted by unodgs on Wed, 11 Apr 2007 06:52:12 GMT
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Finally there is, long awaited new version of Ultimate++ : 2007.1
Thank you all for testing, comments and bug reports.
There are lots of improvements since 605:

"Chameleon" skinning system which allows both native look&feel of U++ applications across platforms and custom skins
to be designed/used. Gtk is used on X11 platforms
Raster image infrastructure completely reworked
New useful widgets: GridCtrl, CalendarCtrl and DateTimeCtrl
Sql expressions are now dialect-adjusted before being executed on particular RDBMS target
Library moved to Upp namespace
Experimental PocketPC support was introduced
Library fixed to support ARM and PowerPC CPUs
A lot of new documentation and tutorials
New Icon designer (supports alpha channel and has tools to produce antialiased icons)
Features missing in X11 now implementd (Pdf export, printing, tray icon, OpenGL)
Many minor improvements and bug fixes

PS: For those who use rc5 - there is no need to upgrade - this is the same release with version changed.
PS2: Linux packages should appear very soon.

Subject: Re: Upp 2007.1 released
Posted by victorb on Wed, 11 Apr 2007 07:48:53 GMT
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I am a bit late... I have just spotted one bug with rc5 with the following code:

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

using namespace Upp;

struct TestResize : public TopWindow
{
 TestResize() {
  AddFrame(status);
  AddFrame(sb);
  Sizeable().Zoomable();
  sb.Set(0, 2, 10);
 }

 StatusBar status;
 HScrollBar sb;
```

};

GUI_APP_MAIN
{
 TestResize().Run();
}

If you resize the window by dragging the BR corner and then you move the mouse pointer on top of the ScrollBar L\R arrows then it starts moving...

My environment is:
- Windows,
- MSC8

Subject: Re: Upp 2007.1 released
Posted by fallingdutch on Wed, 11 Apr 2007 08:01:13 GMT
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Linux files are online, too

Bas

Subject: Re: Upp 2007.1 released
Posted by mirek on Wed, 11 Apr 2007 08:26:47 GMT
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victorb wrote on Wed, 11 April 2007 03:48I am a bit late... I have just spotted one bug with rc5 with the following code:

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

struct TestResize : public TopWindow
{
 TestResize() {
  AddFrame(status);
  AddFrame(sb);
  Sizeable().Zoomable();
  sb.Set(0, 2, 10);
 }

```
 StatusBar status;
 HScrollBar sb;

};


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

If you resize the window by dragging the BR corner and then you move the mouse pointer on top of the ScrollBar L\R arrows then it starts moving...

My environment is:
- Windows,
- MSC8

Funny bug. Fixed, however, release stays.

Quick fix:

Quote:

```
void SizeGrip::LeftDown(Point p, dword flags)
{
 TopWindow *q = dynamic_cast<TopWindow *>(GetTopCtrl());
 if(!q || q->IsMaximized() || !q->IsSizeable()) return;
#ifdef PLATFORM_WIN32
 HWND hwnd = q->GetHWND();
 if(hwnd) {
  ::SendMessage(hwnd, WM_SYSCOMMAND, 0xf008, MAKELONG(p.x, p.y));
  ::SendMessage(hwnd, WM_LBUTTONUP, 0, MAKELONG(p.x, p.y));
 }
#endif
```

Mirek

Subject: Re: Upp 2007.1 released
Posted by unodgs on Wed, 11 Apr 2007 08:51:42 GMT
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Maybe we should release from time to time fixed releases like 2007.1.R2? But that would require to maintain two trees in uvs, last released and current one.

Subject: Re: Upp 2007.1 released
Posted by mirek on Wed, 11 Apr 2007 09:32:33 GMT
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unodgs wrote on Wed, 11 April 2007 04:51Maybe we should release from time to time fixed releases like 2007.1.R2? But that would require to maintain two trees in uvs, last released and current one.

I was thinking about it too... But somebody would have to take care about it.

Mirek

Subject: Re: Upp 2007.1 released
Posted by ebojd on Wed, 11 Apr 2007 12:48:07 GMT
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luzr wrote on Wed, 11 April 2007 04:32unodgs wrote on Wed, 11 April 2007 04:51Maybe we should release from time to time fixed releases like 2007.1.R2? But that would require to maintain two trees in uvs, last released and current one.

I was thinking about it too... But somebody would have to take care about it.

Mirek

Or you can keep a list of patches in an auxiliary directory that are numbered (01_SizeGrip.patch 02_Im_getting_a_clue.patch 03_now_a_life.patch ...). That way you do not have to keep/track separate release branches.

Anyway, as soon as upp finishes building I will post the gentoo portage ebuild to sourceforge (with version upp-2007.1-r1 including the above patch; not that I or anyone else cares)

EBo --

Subject: Re: Upp 2007.1 released
Posted by unodgs on Wed, 11 Apr 2007 12:58:23 GMT
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ebojd wrote on Wed, 11 April 2007 08:48
Or you can keep a list of patches in an auxiliary directory that are numbered (01_SizeGrip.patch 02_Im_getting_a_clue.patch 03_now_a_life.patch ...). That way you do not have to keep/track separate release branches.

Going further, TheIDE could connect the network and check for *.patch'es, download them and merge with uppsrc. That would be great and fastest way to fix anything.

Subject: Re: Upp 2007.1 released
Posted by mirek on Wed, 11 Apr 2007 13:05:46 GMT
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unodgs wrote on Wed, 11 April 2007 08:58ebojd wrote on Wed, 11 April 2007 08:48
Or you can keep a list of patches in an auxiliary directory that are numbered (01_SizeGrip.patch 02_Im_getting_a_clue.patch 03_now_a_life.patch ...). That way you do not have to keep/track separate release branches.

Going further, TheIDE could connect the network and check for *.patch'es, download them and merge with uppsrc. That would be great and fastest way to fix anything.

I am afraid we cannot afford to this this yet, if we do not want to take risk about sending bad patches... You would need better infrastructure to support this than we have now.

At the moment, somebody maintaining U++ 2007.1 release would be great.

Mirek

Subject: Re: Upp 2007.1 released
Posted by ebojd on Wed, 11 Apr 2007 13:13:35 GMT
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Ummm... a live build system is a scary thing. To really support that, sanely, you need to be able to override the defaults (exclude/require patches) for any particular version of the codebase. Which means extending the current build system to include optional patches and specific versioning support... a WHOLE lota Work.

EBo --

Subject: Re: Upp 2007.1 released
Posted by unodgs on Wed, 11 Apr 2007 13:27:39 GMT
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I was thinking about somehting much easier For example theide stores the information about version of uppsrc somewhere. The patches also have proper signature so you won't be able to install old patch to the new version. After merging your local version is updated to base version + info about all installed patches. Having this you can add to patch_xxx signature that it require patch_yyy to be installed first and so on. That should be quite easy to implement.

OTOH, if the ide was fully integrated with svn/git, merging patches would be trivial I suppose.

Subject: Re: Upp 2007.1 released
Posted by ebojd on Wed, 11 Apr 2007 13:40:34 GMT
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I'll have to think about it... My most recent experience with build systems like this is of course with portage. I've heard about nice GUI front ends for portage. Maybe that is an option (because you can actually control which patches are added, which versions of libraries, etc.) BTW, that is what motivated my comment a month or two ago about "slots" -- which would provide a mechanism to manage multiple (possibly installed) versions of the source trees.

Still scary

EBo --

Subject: Re: Upp 2007.1 released
Posted by ebojd on Wed, 11 Apr 2007 14:37:20 GMT
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upp-portage-2007.1 released and updated to sourceforge...

EBo --

Subject: Re: Upp 2007.1 released
Posted by fallingdutch on Wed, 11 Apr 2007 17:40:42 GMT
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ebojd wrote on Wed, 11 April 2007 15:40

Still scary

So am I!

Bas

Subject: Re: Upp 2007.1 released
Posted by unodgs on Wed, 11 Apr 2007 17:46:32 GMT
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fallingdutch wrote on Wed, 11 April 2007 13:40

So am I!
Bas

That was only an idea

Subject: Re: Upp 2007.1 released
Posted by mr_ped on Wed, 11 Apr 2007 17:51:13 GMT
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I think maintaining list of patches is basically just as difficult as doing a branch in versioning system, actually probably even more prone to go wrong.

What about simply branching 2007.1 in svn and keep patches there?
Anything usefully can be merged later upstream into uvs for new release. And other people interested into bug fixes for known release bugs will be able to get patches from svn repository.

Doing a branch is couple of minutes, and the trunk may remain in the sync with uvs development version, just like now.
And anyone interested into stable release may take it from branch, with or without any patches.

Overall I think too many living versions are not a very good idea, it may be quite confusing in forums and support.
IMHO it's better to release stable version more often and fix bugs there, rather than having stable, stable+patched and development (especially with development version as far from stable as 2007.1 was from 605). Even if the price for this will be some minor bugs in every "stable" release. Those can be patched afterwards like now, or the affected user can wait for another release if it will be out soon enough.

Subject: Re: Upp 2007.1 released
Posted by ebojd on Wed, 11 Apr 2007 18:22:37 GMT
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Agreed. There are two issues here -- the first being U++ itself, and the second being integration into u++ to help manages all source. The former only requires the developers to maintain it, but the later would require some interface to hide the functionality from the users.

Other than that I was playing with unodgs idea))

EBo --

Subject: Re: Upp 2007.1 released

Posted by lundman on Thu, 12 Apr 2007 02:42:33 GMT
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As promised:

http://lundman.net/ftp/Ultimate++.OsX.UB-701.dmg

Feel free to move it to sourceforge if that is desired.

Lund

Subject: Re: Upp 2007.1 released
Posted by forlano on Thu, 12 Apr 2007 09:25:06 GMT
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lundman wrote on Thu, 12 April 2007 04:42As promised:

http://lundman.net/ftp/Ultimate++.OsX.UB-701.dmg

Feel free to move it to sourceforge if that is desired.

Lund

Hi Lund,

thank you for your package that is by sure useful and I'll use in the next months.
Moreover can you suggest me a link where to learn how to realize a .dmg package?

Luigi

Subject: Re: Upp 2007.1 released
Posted by lundman on Thu, 12 Apr 2007 09:50:01 GMT
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Applications/Utilities/Disk Util

File/New/Disk Image from Folder

Done.

Subject: Re: Upp 2007.1 released
Posted by forlano on Thu, 12 Apr 2007 11:49:11 GMT
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lundman wrote on Thu, 12 April 2007 11:50
Applications/Utilities/Disk Util

File/New/Disk Image from Folder

Done.

Wonderfull!
I plan to use this procedure very soon after I'm able to get a MacOSX computer.
Luigi

Subject: Re: Upp 2007.1 released
Posted by mirek on Thu, 12 Apr 2007 12:36:26 GMT
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mr_ped wrote on Wed, 11 April 2007 13:51
Overall I think too many living versions are not a very good idea, it may be quite confusing in forums and support.

I agree.

In fact, in this respect, "development" proved to be a double-edged sword. It is excellent for having everything tested soon, but it got us lazy about releasing "majors".

Mirek

Subject: Re: Upp 2007.1 released
Posted by ebojd on Thu, 12 Apr 2007 14:03:24 GMT
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mr_ped wrote on Wed, 11 April 2007 13:51
Overall I think too many living versions are not a very good idea, it may be quite confusing in forums and support.

I agree. What I had in mind and I was brainstorming above is how to deal with supporting projects that in essence uses legacy code in the same IDE. If we set up a CVS/SVN/etc. tree with branch tags, we can use those as what I have been calling named slots. From there the package organizer would have to know what slot/branch tag is being compiled against (uploading if necessary). The same mechanism would allow the developers to set up special branch tags or aliases for LIVE, CURRENT-STABLE, CURRENT-DEVEL, as well as upp-605-stable.

Just some thoughts following on from which at this point has gotten WAY off Topic

luzr wrote on Thu, 12 April 2007 07:36
I agree.

In fact, in this respect, "development" proved to be a double-edged sword. It is excellent for having everything tested soon, but it got us lazy about releasing "majors".

How about starting a list of things that you or others want to see for the next revision/release? That way as we tick off the tasks we know when it is reasonable to call for a new release/revision. anything else that made it in is gravy, and if there has been WAY tom many minor changes but the revision issues are not resolved, then maybe it can be called a subrevision or the remaining issues can be put off to the next cycle

Just some thoughts...

EBo --

Subject: Re: Upp 2007.1 released
Posted by zsolti1 on Fri, 13 Apr 2007 09:43:52 GMT
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im developing a solitaire program
after upgrading to 2007.1 moving cards became slow
its done in mousemove(), setting the new coordinate of the card then calling Refresh()
this worked fine in previous versions (i think is used 2007.1beta3 before)

Subject: Re: Upp 2007.1 released
Posted by mirek on Fri, 13 Apr 2007 09:56:25 GMT
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zsolti1 wrote on Fri, 13 April 2007 05:43im developing a solitaire program
after upgrading to 2007.1 moving cards became slow
its done in mousemove(), setting the new coordinate of the card then calling Refresh()
this worked fine in previous versions (i think is used 2007.1beta3 before)

Do you think you could upload your application for the review of problem?

What is your platform? (OS, and in this case, HW?)

Mirek

Subject: Re: Upp 2007.1 released
Posted by zsolti1 on Mon, 16 Apr 2007 11:01:23 GMT
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windows version works fine, and now under xubuntu too, after i installed the nvidia driver (i think that solved it).

Subject: Re: Upp 2007.1 released
Posted by mirek on Mon, 16 Apr 2007 13:25:56 GMT
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zsolti1 wrote on Mon, 16 April 2007 07:01windows version works fine, and now under xubuntu too, after i installed the nvidia driver (i think that solved it).

So it was unrelated to U++ version?

Mirek

Subject: Re: Upp 2007.1 released
Posted by waxblood on Tue, 17 Apr 2007 22:27:14 GMT
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I have Xubuntu 6.10
bunch of problems, here

a) deb package misses to install gdb, so when upp is asked to debug a program it correctly tells it had an error invoking gdb, but after that it exits immediately.

b) If I try to run reference/Paint it fails this assertion

Executing: "/home/da/upp/out/GCC.Debug.Gui.Shared.So/Paint"
Assertion failed in /home/da/upp/uppsrc/Draw/DrawX11.cpp, line 372

i >= 0 && i < 4

When I try to debug it when upp encounters the problem it doesn't go to the error line, it only displays the assembly trace. Is it normal? The function copy backtrace copies a void string, too (the disass copy works)

```
FFFFE400  push ecx
FFFFE401  push edx
FFFFE402  push ebp
FFFFE403  mov ebp,esp <-- here is the problem
FFFFE405  sysenter
FFFFE407  nop
FFFFE408  nop
FFFFE409  nop
FFFFE40A  nop
FFFFE40B  nop
FFFFE40C  nop
FFFFE40D  nop
FFFFE40E  jmp 0xFFFFE403
FFFFE410  pop ebp
FFFFE411  pop edx
FFFFE412  pop ecx
FFFFE413  ret
FFFFE414  nop
FFFFE415  nop
FFFFE416  nop
FFFFE417  nop
FFFFE418  nop
FFFFE419  nop
FFFFE41A  nop
FFFFE41B  nop
FFFFE41C  nop
FFFFE41D  nop
FFFFE41E  nop
FFFFE41F  nop
```

---

c) Keys to set bookmarks don't work. I have an italian keyboard.
When pressing Control + Shift + 0 I get this in AK Setup
Ctrl+Shift+[=]
When pressing Control + Shift + x (x is a number bar 0) I get
Ctrl+Shift+1002x

Please make this work or let user set his own bookmark keys otherwise working in Linux without bookmarks is gonna be hard...

d) well, this is not a real problem, but on Linux I really like the middle-click paste after selection,

and I miss it a lot in upp...

Ciao,
David

Subject: Re: Upp 2007.1 released
Posted by guido on Wed, 18 Apr 2007 16:24:47 GMT
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waxblood wrote on Wed, 18 April 2007 00:27b) If I try to run reference/Paint it fails this assertion

Executing: "/home/da/upp/out/GCC.Debug.Gui.Shared.So/Paint"
Assertion failed in /home/da/upp/uppsrc/Draw/DrawX11.cpp, line 372
i >= 0 && i < 4

I can confirm this bug.
Apparently you are the first Linux user to try the Paint example

What happens is, that DrawEllipse() defaults to Null for the pen size. Null = INT_MIN = -2^31. This Value then gets passed to void Draw::SetLineStyle(int width), which can not handle it.

Some if(IsNull()) statement missing in SetLineStyle()?
Does upp not use the default pen on Windows in this case, or how has that gone amiss?

Guido

Subject: Re: Upp 2007.1 released
Posted by mirek on Wed, 18 Apr 2007 16:54:25 GMT
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Thank you. Fixes:

```
void Draw::DrawEllipseOp(const Rect& r, Color color, int pen, Color pencolor)
{
 DrawLock __;
 SetLineStyle(pen);
 if(!IsNull(color)) {
  SetForeground(color);
  XFillArc(Xdisplay, dw, gc, r.left + actual_offset.x, r.top + actual_offset.y,
   r.Width() - 1, r.Height() - 1, 0, 360 * 64);
 }
```

```
 if(!IsNull(pencolor) && !IsNull(pen)) {
  SetForeground(pencolor);
  XDrawArc(Xdisplay, dw, gc, r.left + actual_offset.x, r.top + actual_offset.y,
   r.Width() - 1, r.Height() - 1, 0, 360 * 64);
 }
}

.....


void Draw::SetLineStyle(int width)
{
 DrawLock __;
 if(IsDrawing()) return;
 if(width == linewidth) return;
 linewidth = width;
 if(IsNull(width))
  width = 1;
 if(width < PEN_SOLID) {
  static const char dash[] = { 18, 6 };
  static const char dot[] = { 3, 3 };
  static const char dashdot[] = { 9, 6, 3, 6 };
  static const char dashdotdot[] = { 9, 3, 3, 3, 3, 3 };
  static struct {
   const char *dash;
   int   len;
  } ds[] = {
   dash, __countof(dash),
   dot, __countof(dot),
   dashdot, __countof(dashdot),
   dashdotdot, __countof(dashdotdot)
  };
  int i = -(width - PEN_DASH);
  ASSERT(i >= 0 && i < 4);
  XSetDashes(Xdisplay, gc, 0, ds[i].dash, ds[i].len);
 }
 XSetLineAttributes(Xdisplay, gc, max(width, 1),
                    width < PEN_SOLID ? LineOnOffDash : LineSolid, CapRound, JoinRound);
}
```

Hm, maybe we can keep the system simple: I will accumulate critical patches here and perhaps we can make something like 2007.1a based on them when they reach some critical mass... (means, somebody will apply them to 2007.1 sources).

Mirek

Subject: Re: Upp 2007.1 released
Posted by ebojd on Wed, 18 Apr 2007 19:53:40 GMT
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guido wrote on Wed, 18 April 2007 11:24
I can confirm this bug.
Apparently you are the first Linux user to try the Paint example

Guido

Paint example? What paint example? Did you mean the Scribble or imageview examples? I get the feeling that I'm missing something here...

EBo --

Subject: Re: Upp 2007.1 released
Posted by mirek on Wed, 18 Apr 2007 20:54:13 GMT
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ebojd wrote on Wed, 18 April 2007 15:53guido wrote on Wed, 18 April 2007 11:24
I can confirm this bug.
Apparently you are the first Linux user to try the Paint example

Guido

Paint example? What paint example? Did you mean the Scribble or imageview examples? I get the feeling that I'm missing something here...

EBo --

reference/Paint

It is the only example that paints Ellipse:)

Mirek

Subject: Re: Upp 2007.1 released
Posted by ebojd on Thu, 19 Apr 2007 14:19:00 GMT
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I'll have to take a look at that...

I have a project where I have to display a bunch of minimally processed data (preferably in real-time). I was able to spawn gnuplot to do some of the processing and display and am

considering rewriting the GUI interface for it using U++ (so that I can embed a bunch of the functionality). I'm waffling back and forth with simply transliterating the old programs Pascal code or going the gnuplot route... The paint code example might just give me a leag upp

EBo --

Subject: Re: Upp 2007.1 released
Posted by guido on Thu, 19 Apr 2007 16:58:03 GMT
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ebojd wrote on Thu, 19 April 2007 16:19I have a project where I have to display a bunch of minimally processed data (preferably in real-time). I was able to spawn gnuplot to do some of the processing and display and am considering rewriting the GUI interface for it using U++ (so that I can embed a bunch of the functionality). I'm waffling back and forth with simply transliterating the old programs Pascal code or going the gnuplot route... The paint code example might just give me a leag upp

May I suggest Andrei Catalin's Scatter Control?

Guido

Subject: Re: Upp 2007.1 released
Posted by ebojd on Thu, 19 Apr 2007 19:58:03 GMT
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> May I suggest Andrei Catalin's Scatter Control?

Thanks. I missed that one!

That gets me to thinking though... Maybe we could set up a "contrib" assemblage to distribute these examples as non-supported contributed source

EBo --

Subject: Re: Upp 2007.1 released
Posted by mirek on Fri, 20 Apr 2007 09:28:55 GMT
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ebojd wrote on Thu, 19 April 2007 15:58
> May I suggest Andrei Catalin's Scatter Control?

Thanks. I missed that one!

That gets me to thinking though... Maybe we could set up a "contrib" assemblage to distribute these examples as non-supported contributed source

EBo --

I am thinking about it for a long time; never really got to that. I thought about "Bazaar" forum group divided into "snippets"/"packages"/"applications"/"examples" or something like this....

Mirek

Subject: Re: Upp 2007.1 released
Posted by ebojd on Fri, 20 Apr 2007 19:03:01 GMT
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I had a few moments to start playing around with Scatter and found that I could not set any breakpoints with the debugger. Has anyone else see this behaviour?

The error reported back is:
b <path to sourcefile>/Scatter.cpp:909
no source file named <path to sourcefile>/Scatter.cpp

The source file does exist at the specified location, but GDB cannot find it. Did something break in 2007.1 on in the patches that were posted? I'm rebuilding u++ without the additional patches. I'll report back just in case one of the patches is the culprit.

EBo --

Subject: Re: Upp 2007.1 released
Posted by mirek on Sun, 22 Apr 2007 06:29:25 GMT
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Build with "Full debug info" - usually that is the problem.

Actually, this is sort of stupid and funny at the same time.

The trouble is that with debug info enabled, the most common Linux - Ubuntu, has broken "ld" and linking with debug info takes minutes. Therefore full debug info is disabled by default.

Mirek

Subject: Re: Upp 2007.1 released
Posted by ebojd on Mon, 23 Apr 2007 15:38:29 GMT
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luzr wrote on Sun, 22 April 2007 01:29Build with "Full debug info" - usually that is the problem.

Actually, this is sort of stupid and funny at the same time.

The trouble is that with debug info enabled, the most common Linux - Ubuntu, has broken "ld" and linking with debug info takes minutes. Therefore full debug info is disabled by default.

Mirek

Thanks. The thing that threw me was that it was working before the update (so something that I did violated the law of unintended consequences I'll have to play with it some more since much of my focus over the weekend was spent on diagnosing a potentially dieing laptop 8-(

One of the things I tried was to add a "-g" to the debug options. I do not know if that is what made the difference or what yet...

EBo --

Subject: Re: Upp 2007.1 released
Posted by mirek on Thu, 26 Apr 2007 12:19:31 GMT
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One more patch:

IconDec/Image.cpp

```
void IconDes::SmoothRescale()
{
 if(!IsCurrent())
  return;
 WithRescaleLayout<TopWindow> dlg;
 CtrlLayoutOKCancel(dlg, "Rescale");
 dlg.cx <<= dlg.cy <<= dlg.Breaker();
 Slot& c = Current();
 BeginTransform();
 Image bk = IsPasting() ? c.paste_image : c.image;
 dlg.cx <<= bk.GetWidth();
 dlg.cy <<= bk.GetHeight();
 dlg.keep <<= true;
 for(;;) {
  Size sz(minmax((int)~dlg.cx, 1, 9999), minmax((int)~dlg.cy, 1, 9999));
```

```
  if(IsPasting()) {
   c.paste_image = Rescale(bk, sz);
   MakePaste();
  }
  else {
   c.image = Rescale(bk, sz);
   Refresh();
  }
  SyncImage();
  SyncShow();
  switch(dlg.Run()) {
  case IDCANCEL:
   if(IsPasting()) {
    c.paste_image = bk;
    MakePaste();
   }
   else {
    c.image = bk;
    Refresh();
   }
   SyncImage();
   SyncShow();
   return;
  case IDOK:
   return;
  }
  if(dlg.keep) {
   if(dlg.cx.HasFocus() && bk.GetWidth() > 0)
    dlg.cy <<= (int)~dlg.cx * bk.GetHeight() / bk.GetWidth();
   if(dlg.cy.HasFocus() && bk.GetHeight() > 0)
    dlg.cx <<= (int)~dlg.cy * bk.GetWidth() / bk.GetHeight();
  }
 }
}
```

(Otherwise there is crash when Cancel button is pressed).

Mirek
