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Subject: Too large gaps between top menu items with utf-8 text [FIXED]

Posted by [zsolt](#) on Fri, 27 Jan 2006 19:40:16 GMT

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This problem exists on submenu items also, but they grow too wide.

The items are growing proportionally with the number of non ascii characters in utf-8 text.

The problem is that calling GetTextSize() using a String calculates its size as it was in some non-unicode encoding. So the correct argument should be a WString object.

I have fixed this modifying MenuBar.cpp in two places:

In MenuItem::GetMinSize() method:

```
Size sz1 = ScreenInfo().GetTextSize(text.ToWString(), font);
```

and in TopSubMenuItem::GetMinSize() method:

```
return AddFrameSize(ScreenInfo().GetTextSize(text.ToWString(), font) + Size(12, 7));
```

Maybe this is not a correct fix because I don't how GetTextSize() should be working on String objects.

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Subject: Re: Too large gaps between top menu items with utf-8 text

Posted by [mirek](#) on Sat, 28 Jan 2006 10:05:32 GMT

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Fixed by fixing Draw::GetTextSize to work correctly with UTF-8 texts.

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Subject: Re: Too large gaps between top menu items with utf-8 text

Posted by [zsolt](#) on Sat, 28 Jan 2006 10:28:29 GMT

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Thank you!

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