
Subject: X11 fixes...

Posted by [mirek](#) on Sat, 12 May 2007 18:28:19 GMT

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Fixed:

- rotated text problem (DrawText with angle)

- problem with Ctrl+1 - Ctrl+0 keys

BTW, useful testing snippet for key problems:

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

```
using namespace Upp;
```

```
struct MyApp : TopWindow {
```

```
    Label l;
```

```
    String k;
```

```
void Do() {
```

```
    static int ii;
```

```
    String x;
```

```
    if(GetCtrl())
```

```
        x << "Ctrl ";
```

```
    if(GetAlt())
```

```
        x << "Alt ";
```

```
    if(GetShift())
```

```
        x << "Shift ";
```

```
    x << k << ' ' << GetMousePos();
```

```
    l = x;
```

```
}
```

```
bool Key(dword key, int count) {
```

```
    k = GetKeyDesc(key) + ' ' + FormatIntHex(key);
```

```
    Do();
```

```
}
```

```
typedef MyApp CLASSNAME;
```

```
MyApp() {
```

```
    Add(l.SizePos());
```

```
    SetTimeCallback(-100, THISBACK(Do));
```

```
}
```

```
};
```

```
GUI_APP_MAIN
```

```
{  
  MyApp().Run();  
}
```

Subject: Re: X11 fixes...

Posted by [fallingdutch](#) on Sat, 12 May 2007 19:11:05 GMT

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how did you fix the rotation problem?

had a look at the code and debugged it a bit. But got ill ...

Bas

Subject: Re: X11 fixes...

Posted by [mirek](#) on Sat, 12 May 2007 22:36:04 GMT

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Actually, the real problem was that most likely Xft library changed on the way (because I remember it was working 2 years ago...)

Previous version returned "unrotated" character metrics even when font was rotated. New version returns "rotated" metrics.

The fix simply creates two fonts for rotated text, one to do drawing, second to obtain unrotated metrics.
