Subject: can't use SetLabel and Tip for Option (only one or the other)
Posted by obijohn on Fri, 25 May 2007 18:48:47 GMT
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If a Tip is set in the Layout Designer for an Option control, and a label is set also in the designer (in the SetLabel section), there is a compile error generated:
C:/MyApps/test.lay:2: error: 'class Upp::Ctrl' has no member named 'SetLabel'

Removing either the tip or label from the designer (and manually setting it in code) fixes the compile issue.

I've attached a simple test case.

File Attachments
1) test.zip, downloaded 666 times

Subject: Re: can't use SetLabel and Tip for Option (only one or the other)
Posted by obijohn on Fri, 25 May 2007 19:32:59 GMT
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I've looked at the .lay file, and for my test case (attached above) this is what it looks like:

```
LAYOUT(testLayout, 232, 148)
 ITEM(Option, optCheck, Tip(t_("Remove this tip from the layout to compile")).SetLabel(t_("Check Me")).LeftPosZ(72, 84).TopPosZ(64, 20))
END_LAYOUT
```

Now, if I swap the order of Tip and SetLable to this:

```
LAYOUT(testLayout, 232, 148)
 ITEM(Option, optCheck, SetLabel(t_("Check Me")).Tip(t_("Remove this tip from the layout to compile")).LeftPosZ(72, 84).TopPosZ(64, 20))
END_LAYOUT
```

it compiles without error and works as expected. I have no experience with the upp source, so I'm not even sure where to begin looking to fix this.

Subject: Re: can't use SetLabel and Tip for Option (only one or the other)
Posted by obijohn on Sun, 10 Jun 2007 15:07:28 GMT
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I've looked into the source some and I still can't figure out where the problem lies. On the one hand, it seems like it should be easy just to fix the order in which SetLabel and Tip are written in

the .lay file. On the other hand, I can't find where this order is determined at all!

If someone could point me to the proper place(s) in the source(s), I could try to fix this myself. Any help here?

Subject: Re: can't use SetLabel and Tip for Option (only one or the other)
Posted by mirek on Tue, 12 Jun 2007 14:33:08 GMT
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Quick fix:

```
ctrl Option {
 group "Push";

 Text   SetLabel @1 ? "Option text";
 Font   SetFont = StdFont() @1;
 Frame  SetFrame @2;
 bool   BlackEdge;
 bool   SwitchImage;
 bool   SetEditable = true @1 ? "Editable";
 bool   ThreeState;
 bool   NotNull;
 Text   Tip @2;
```

("@2" does the trick -> means put this 2 inheritance levels deeper).

Subject: Re: can't use SetLabel and Tip for Option (only one or the other)
Posted by obijohn on Tue, 12 Jun 2007 20:18:20 GMT
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Thanks, that did the trick. It took me a while to locate this in the source, so I'll mention it here in case anyone else needs to find it. It's located in the uppsrc/CtrlLib/CtrlLib.usc file, starting at about line 328.

Since this is an ESC macro, the upp (and ide) source doesn't need to be recompiled after making the change.
