Subject: Layout macro fixes
Posted by mrjt on Wed, 15 Aug 2007 16:36:25 GMT
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Not sure if this has already been fixed as I'm still using 707-dev3. EditField and DocEdit had SetFont and SetFrame in the wrong order and would fail if both were used. LineEdit was inheriting from EditField when it should have been DocEdit. I've also added additional proterties.

```
ctrl EditField {
 group "Input fields";

 GetMinSize() { sz = GetTextSize("X"); sz.cy += 6; return sz; }
 GetStdSize() { sz = GetMinSize(); sz.cx *= 8; return sz; }

 Frame SetFrame = InsetFrame() @1;
 Font  SetFont = StdFont();
 bool  SetEditable = true @1 ? "Editable";
 bool  WantFocus = true;
 int   MaxChars;
 bool  AlignRight;
 Text  Tip;
// Qtf   SetInfo @1 ? "Info of control" ;

 Paint(w) {
  r = GetRect();
  DrawCtrlFrame(w, r, .SetFrame);
  w.DrawRect(r, :SWhite);
  PaintData(w);
 }

 PaintText(w, text) {
  w.DrawText(3, (GetSize().cy - GetTextSize(text, Arial(10)).cy) / 2,
   (.SetEditable ? "" : "R/O ") + text, Arial(10), :SMagenta);
 }

 PaintData(w) {
  PaintText(w, "EditField");
 }
}

ctrl DocEdit {
 group "Editors";

 GetMinSize() { sz = GetTextSize("X"); sz.cy += 6; return sz; }
 GetStdSize() { sz = GetMinSize(); sz.cx *= 8; return sz; }

 Frame SetFrame = InsetFrame() @1;
 Font  SetFont = StdFont();
```

```
 bool  SetEditable = true @1 ? "Editable";
 bool  WantFocus = true @1;
 Text  Tip @1;
// Qtf   SetInfo @1 ? "Info of control" ;

 Paint(w) {
  r = GetRect();
  DrawCtrlFrame(w, r, .SetFrame);
  w.DrawRect(r, :SWhite);
  PaintData(w);
 }

 PaintText(w, text) {
  w.DrawText(3, (GetSize().cy - GetTextSize(text, Arial(10)).cy) / 2,
   (.SetEditable ? "" : "R/O ") + text, Arial(10), :SMagenta);
 }

 PaintData(w) {
  PaintText(w, "DocEdit");
 }
}

ctrl LineEdit {
 group "Editors";

 >DocEdit;

 Font  SetFont = Courier(16);
 int   TabSize = 4;
 bool  NoHorzScrollbar = false ? "No Horz Scrollbar";
 bool  ShowTabs = true;
 bool  WithCutLine = true;

 PaintData(w) {
  PaintText(w, "LineEdit");
 }
}
```

I'm not 100% sure how the @ stuff works so apologies if I've got it wrong.

Also, a quick question. In RichText.h we have:

```
String DeQtf(const char *s);
String DeQtfLf(const char *s);
...
String AsQTF(const RichObject& obj);
RichText ParseQTF(const char *qtf, bool scolors = false, byte accesskey = 0);
```

Why are the cases (Qtf/QTF) different?

Cheers,
James