
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 properties.

```
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
