Subject: ProgressIndicator in ArrayCtrl
Posted by malya on Fri, 26 Oct 2007 10:13:31 GMT
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Sorry for my English.
How to embeded ProgressIndicator in ArrayCtrl and how to set values of this ProgressIndicator.

Thanks!!!

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mirek on Sat, 27 Oct 2007 13:11:19 GMT
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Use ArrayCtrl::SetCtrl.

Use ProgressIndicator::Set(pos, total);

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by malya on Sat, 03 Nov 2007 15:00:22 GMT
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Sorry! But this does not work.
Please give me a small example.

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mirek on Sun, 04 Nov 2007 10:34:37 GMT
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malya wrote on Sat, 03 November 2007 11:00Sorry! But this does not work.

Post the code ("testcase").

Mirek

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by malya on Mon, 05 Nov 2007 08:41:39 GMT

This is my code:

```
#ifndef _TestProgress_TestProgress_h
#define _TestProgress_TestProgress_h

#include <CtrlLib/CtrlLib.h>

using namespace Upp;

#define LAYOUTFILE <TestProgress/TestProgress.lay>
#include <CtrlCore/lay.h>



class TestProgress : public WithTestProgressLayout<TopWindow> {
public:
 typedef TestProgress CLASSNAME;
 TestProgress();
 void StartProgress();
 ProgressIndicator pr;
};

#endif

//******
.cpp   *
//******

#include "TestProgress.h"

TestProgress::TestProgress()
{
 CtrlLayoutOK(*this, "TestProgress");
 btStartProgress.WhenAction = THISBACK(StartProgress);
 list.AddColumn("Progress", 100);
 list.Insert(0);
 list.SetCtrl(0, 0, pr);
 pr.Set(0, 100000);
 pr.Percent();
}

void TestProgress::StartProgress()
{
 for (int i = 0; i < 100000; i++)
 {
  pr.Set(i);
```

```
  ProcessEvents();
 }
}
```

```
GUI_APP_MAIN
{
 TestProgress().Run();
}
```

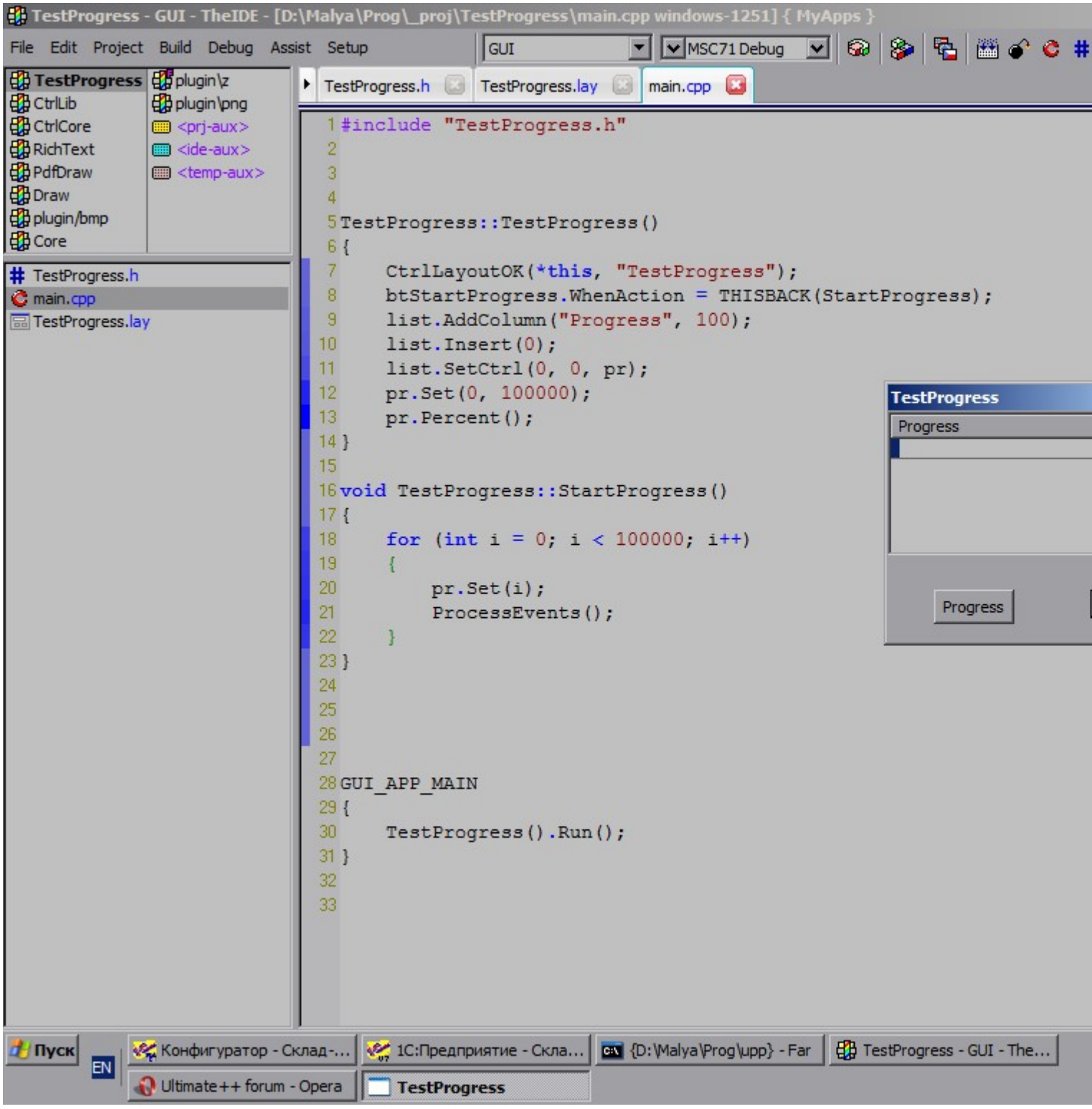
Image:

Thats all. Progress does not show percent.
And Progress does not move after push Button Start.

Thanks!

File Attachments

1) TestProgress.jpg, downloaded 1916 times



Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mrjt on Mon, 05 Nov 2007 13:54:48 GMT
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That works fine for me using MSC8 on XP, if you posted your package so that we could be sure we are testing the same code it would help.

James

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by unodgs on Mon, 05 Nov 2007 14:01:43 GMT
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I see quick tabs do not fit too well to ide colors. I think I'll try to use chamelon to paint tabs..

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mr_ped on Mon, 05 Nov 2007 16:43:29 GMT
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unodgs wrote on Mon, 05 November 2007 15:01I see quick tabs do not fit too well to ide colors. I think I'll try to use chamelon to paint tabs..

While you are on it, what about something like "ColorfulTabs" extension for Firefox?

(I hope the picture will show here too)

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by unodgs on Mon, 05 Nov 2007 21:29:23 GMT
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I think it's unnecessary. One can turn on icon displaying to achieve better readability. The answer to question what is better colors or icons is of course very subjective. IMO too many colors will make theide to look unprofessional.

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by malya on Mon, 05 Nov 2007 22:16:34 GMT
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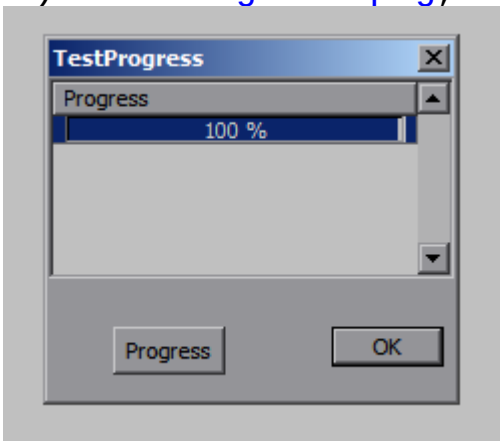
Ok. It is work.
But what is the bug.
Progress value is 100%, but it is not full fill.
Many pixel not filled in the end of ProgressIndicator.

Windows XP. Classic Theme (in WinXP theme this is work normal)

Thanks!

File Attachments

1) TestProgress.png, downloaded 1797 times



Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mrjt on Tue, 06 Nov 2007 10:39:33 GMT
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Good bug!

When drawing percentages the progress bar falls back to none-chameleon drawing style and the function GetMsz() used for returning the inner control size (minus margins) returns an incorrect value because it still uses ChMargin.

My quick fix:

```
Size ProgressIndicator::GetMsz()
{
 Size sz = GetSize();
 if (GUI_GlobalStyle() >= GUISTYLE_XP && !percent) {
  Rect mg = ChMargins(style->hlook);
  sz.cx -= mg.left + mg.right;
  mg = ChMargins(style->vlook);
  sz.cy -= mg.top + mg.bottom;
 }
 else {
  sz.cx -= 4;
  sz.cy -= 4;
 }
 return sz;
}
```

James

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by malya on Tue, 06 Nov 2007 10:44:48 GMT
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But what is that?
My previous post is at home and its working, but not at my work.
Help what is bug?

My package:

File Attachments
1) TestProgress.zip, downloaded 722 times

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mrjt on Tue, 06 Nov 2007 11:31:52 GMT
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You need to open CtrlLib/ProgressIndicator.cpp and replace the function GetMsz with the code I posted above.

James

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by malya on Tue, 06 Nov 2007 13:27:23 GMT
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Sorry, but I aim at about previous problem.
At home: ProgressIndicator work very good.
At my work place: No.

Wherein problem?
Maybe its depended of Windows services, etc. Theme service.
Thanks!

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by malya on Wed, 07 Nov 2007 14:14:24 GMT
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New question.
How I may remove ProgressIndicator from cell and set into cell text.

```
progress = new ProgressIndicator();
progress->Percent(true);
progress->Set(0, 100);
list.SetCtrl(i, CPROG, progress);
delete progress;
list.Set(i, CPROG, "OK");
```

This code invoke error.

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mr_ped on Wed, 07 Nov 2007 15:46:38 GMT
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I'm not sure what did cause the error and what kind of error you are talking about, but doing "delete progress" as long as the list control has the pointer too may be big problem. Unless the destructor of ProgressIndicator will notify the parent control about it's deletion, in such case the code is ok, but IMHO *looks* bad anyway.

Try to do "list.Set(i, CPROG, "OK");" ahead of delete, that will be more logical and more easy to read for my mind.
(and check if the second "Set" will destroy the reference of list to progress, or you need some Unset .. sorry, I can't give you exact help as I didn't need yet the UPP GUI so I'm not sure how those classes work and about their API)

If the problem persist, try to post here what the error is or wait for someone else to give you another hint.

Subject: Re: ProgressIndicator in ArrayCtrl
Posted by mr_ped on Wed, 07 Nov 2007 15:54:44 GMT
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I did check the uppsrc .. found SetCtrl in "Item", "Node", "TabCtrl" and "ArrayCtrl". (As I have no idea what kind of class is "list", I had to consider all possibilities)

A quick check trough their source code revealed to me none of them sets anything in the control you are setting, so with "delete progress" you surely don't destroy the pointer in "list".

Check if the Set with text does that for you (in "Node" it would for example), than you can delete it.
