## Subject: SVN daily updates
Posted by mdelfede on Wed, 02 Jan 2008 00:16:18 GMT

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Revision 78 - 2008-01-02

Update on uvs2 versions :

```
uppsrc      - 2357
reference   - 108
examples    - 114
tutorial    - 37
```

Files changed :

```
Updated  uppsrc/CodeEditor/Highlight.cpp
Updated  uppsrc/CodeEditor/Syntax.cpp
Updated  uppsrc/Core/Debug.cpp
Updated  uppsrc/CtrlCore/CtrlDraw.cpp
Updated  uppsrc/CtrlCore/X11Proc.cpp
Updated  uppsrc/CtrlCore/X11Wnd.cpp
Updated  uppsrc/CtrlLib/Bar.h
Updated  uppsrc/CtrlLib/ChGtk.cpp
Updated  uppsrc/CtrlLib/CtrlLib.upp
Updated  uppsrc/CtrlLib/MenuBar.cpp
Updated  uppsrc/CtrlLib/MenuItem.cpp
Updated  uppsrc/CtrlLib/Progress.cpp
Updated  uppsrc/CtrlLib/Progress.h
Updated  uppsrc/CtrlLib/TreeCtrl.cpp
Updated  uppsrc/RichEdit/Mouse.cpp
Updated  uppsrc/Sql/Sql.cpp
Updated  uppsrc/Sql/Sqls.h
Updated  uppsrc/ToDo.txt
Updated  uppsrc/done.txt
Updated  uppsrc/ide/Install.cpp
Updated  uppsrc/ide/Setup.cpp
Updated  uppsrc/ide/ide.h
Updated  uppsrc/ide/ide.lay
Updated  uppsrc/ide/idefile.cpp
Updated  uppsrc/ide/idewin.cpp
Updated  uppsrc/ide/version.h
```

GLCtrl bug  http://www.ultimatepp.org/forum/index.php?t=msg&th=3005& amp;start=0&
Corrected.

Mirek, here are also the 2 files with changes to correct bug above.

Ciao

Max


File Attachments
1) CtrlCore-Changed.zip, downloaded 424 times

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Subject: Re: SVN daily updates
Posted by gertwin on Wed, 02 Jan 2008 22:13:23 GMT
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Thank you for correcting the GlCtrl bug, it works correct now.

In this version there is a strange grey/white rectangle in the upper left corner of the screen:


It shows up after closing an example that is launched from theIde with Debug->Execute.
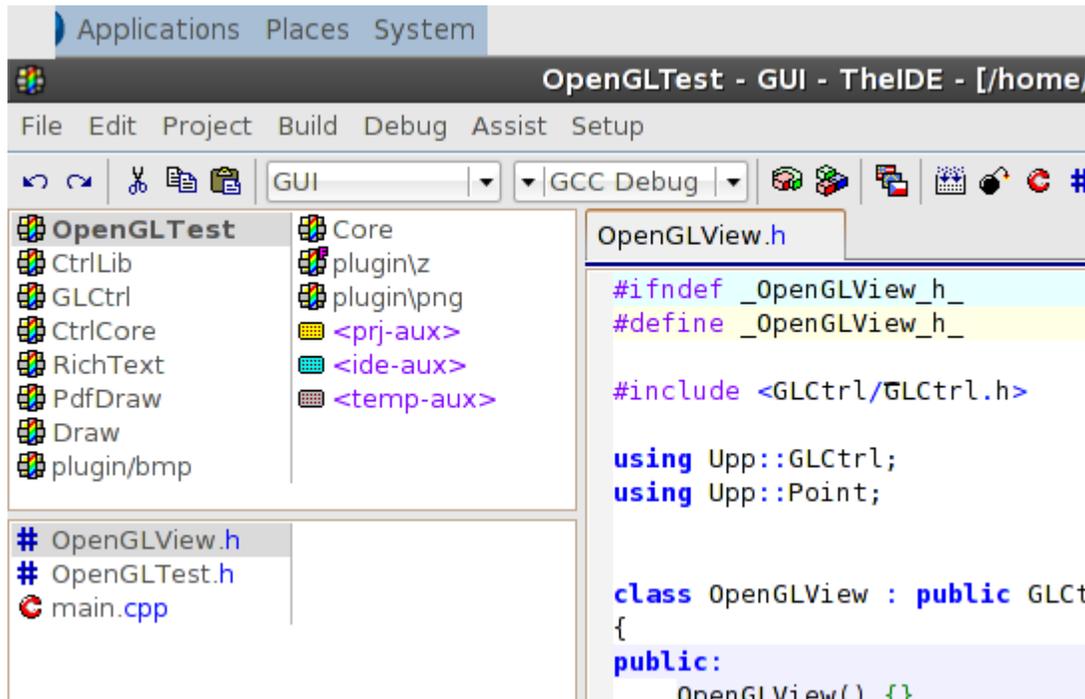After theIde is closed the rectangle disapeares.
This is the case with all the gtk engines i tried.
Launching the same app from the shell shows no rectangle.

Gertwin

File Attachments
1) 712.r95.png, downloaded 739 times

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## Subject: Re: SVN daily updates
Posted by mdelfede on Thu, 03 Jan 2008 11:06:03 GMT
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gertwin wrote on Wed, 02 January 2008 23:13
In this version there is a strange grey/white rectangle in the upper left corner of the screen....


I've noticed it too, there's working in progress to solve it

Ciao

Max

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## Subject: Re: SVN daily updates
Posted by gertwin on Thu, 03 Jan 2008 22:24:56 GMT
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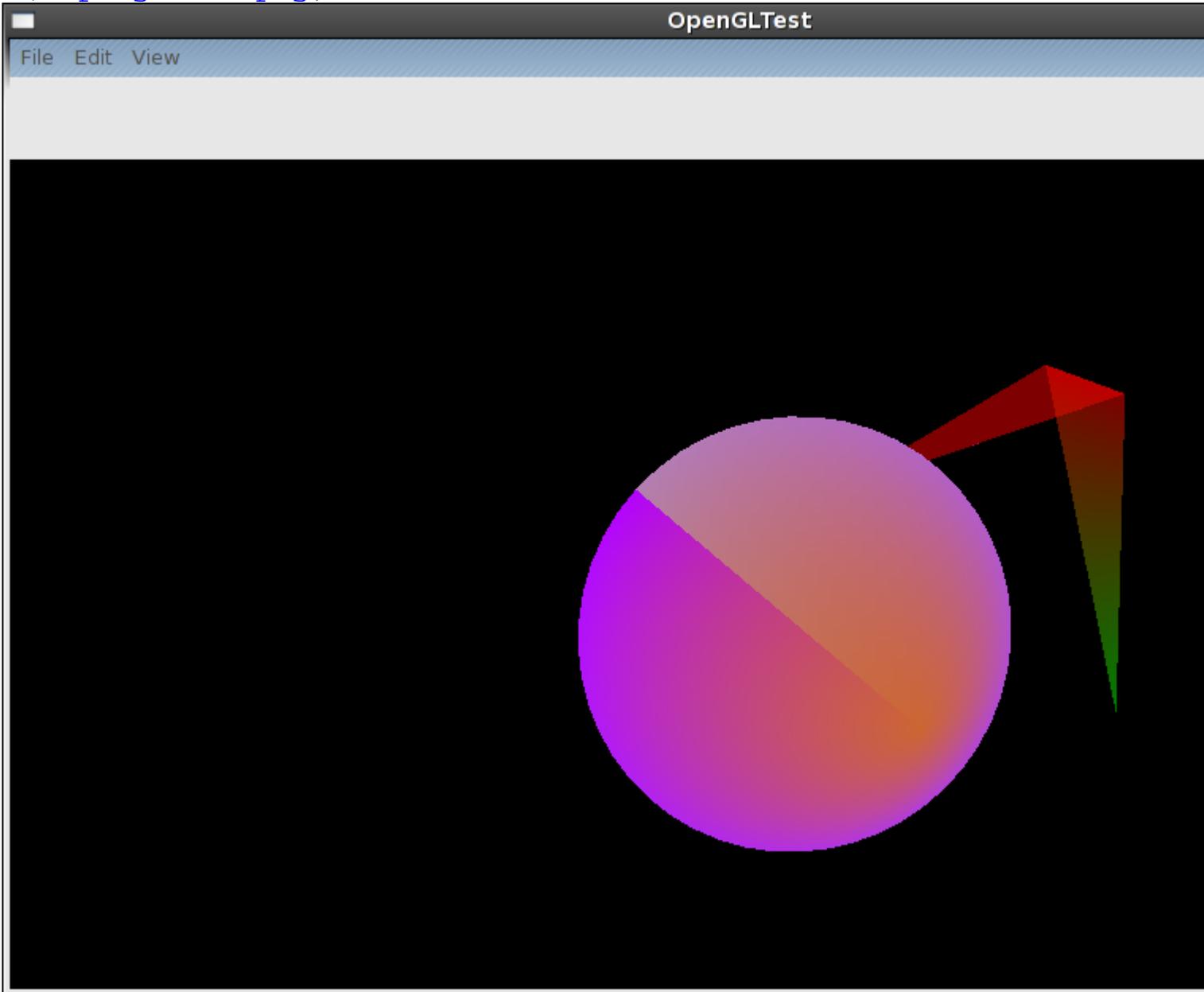gertwin wrote on Wed, 02 January 2008 23:13Thank you for correcting the GlCtrl bug, it works correct now.


It works correct for only one menu, adding another menu shifts the GLCtrl down, adding two menus shifts the GLCtrl more down, looks like the GLCtrl is shifted down nr_of_menus *

height_menubar.

Gertwin

File Attachments
1) opengltest.png, downloaded 662 times



Subject: SVN daily updates
Posted by mdelfede on Thu, 03 Jan 2008 23:00:57 GMT

Revision 79-80 - 2008-01-03

Update on uvs2 versions :

uppsrc      - 2367
reference   -  108
examples    -  114
tutorial    -   37

Files changed :

Updated   uppsrc/CtrlCore/CtrlCore.h
Updated   uppsrc/CtrlCore/X11DHCtrl.cpp
Updated   uppsrc/CtrlCore/X11Wnd.cpp
Updated   uppsrc/CtrlLib/ChGtk.cpp
Updated   uppsrc/CtrlLib/TabCtrl.cpp
Updated   uppsrc/CtrlLib/TabCtrl.h
Updated   uppsrc/Draw/Draw.h
Updated   uppsrc/Ole/Ctrl/Ctrl.upp
Updated   uppsrc/Ole/Ctrl/OleCtrl.h
Updated   uppsrc/Ole/Ctrl/control.cpp
Updated   uppsrc/Ole/Ctrl/util.cpp
Updated   uppsrc/Web/httpcli.cpp
Updated   uppsrc/Web/httpsrv.cpp
Updated   uppsrc/Web/httpsrv.h
Updated   uppsrc/ide/Builders/CppBuilder.cpp

Removed   uppsrc/Ole/Ctrl/Calc/Calc.upp
Removed   uppsrc/Ole/Ctrl/Calc/calc.cpp
Removed   uppsrc/Ole/Ctrl/Calc/calc.def
Removed   uppsrc/Ole/Ctrl/Calc/calc.idl
Removed   uppsrc/Ole/Ctrl/Calc/calc.lay
Removed   uppsrc/Ole/Ctrl/Calc/calc.rc
Removed   uppsrc/Ole/Ctrl/Calc/calc.tlb
Removed   uppsrc/Ole/Ctrl/Calc/calc_idl.cpp
Removed   uppsrc/Ole/Ctrl/Calc/calc_idl.h
Removed   uppsrc/Ole/Ctrl/Calc/calc_p.c
Removed   uppsrc/Ole/Ctrl/Calc/dlldata.c

Made some minor cleanups (and solved a small bug) in X11DHCtrl control.

Corrected bug   http://www.ultimatepp.org/forum/index.php?t=msg&&th=3024&goto=13357#msg_13399

Mirek, attached here are some changes to X11DHCtrl (and CtrlCore.h, just removed an unused

func); solved problem of duplicated window handle destruction and framing on X11DHCtrl

Ciao

Max