Subject: Problem with DropList and FlatSpin
Posted by Alex on Mon, 18 Feb 2008 20:28:32 GMT

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Hello,
I have a problem with the droplist.

The list will not open when in the parentwindow a Ctrl with a FlatSpin in the Paint event is used.
When I use a the DropList in a childwindow (Dialog), the same error appears.
I can see no connection there, but the error is repeatable.

I have make a program with the minimum requirements as a test case for confirmation.
In the main window, try to open the DropList.
The error can be eliminated by comment out line 16 in MyCal.cpp.

Tested with MSC8 and MSC71.

Hope someone can help.
Regards Alex

File Attachments
1) Test.zip, downloaded 455 times

Subject: Re: Problem with DropList and FlatSpin
Posted by Oblivion on Mon, 18 Feb 2008 21:25:34 GMT

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Quote:
The list will not open when in the parentwindow a Ctrl with a FlatSpin in the Paint event is used.

Why do you want to use a Flatspin in the Paint() method anyway?
When you Add() the flatspin to the parent Ctrl, it will be added to the Child Ctrl list. So, it's paint()
method is already invoked and the flatspin gets refreshed when you manipulate its values (e.g.
text).

In DateTimeCtrl.cpp it is defined as:

void FlatSpin::SetText(const String& s)
{
 text = s;
 tsz = GetTextSize(text, font);
 Refresh();
}

That's probably why it won't work. It already gets refreshed when you set the thext of SpinCtrl.

Instead you should define it as,

MyCal::MyCal()
{
 Add(spin_year);
 String year = AsString(2008);
 spin_year.SetText(year);
};

This will solve your problem. And you can use "spin_year.WhenAction = blabla()" or other custom
Callbacks to handle it's events.

Subject: Re: Problem with DropList and FlatSpin
Posted by Alex on Tue, 19 Feb 2008 06:37:44 GMT
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You are right. I will rebuild this.
I have copied some pieces of code from the Calendar in DateTimeCtrl of an older version. In the
current version is this also removed from the Paint-Event.

Thank you, Alex