Subject: Problem w/ HeaderCtrl.SetPaper() in my app.
Posted by jlfranks on Tue, 26 Feb 2008 21:16:29 GMT
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I'm can't seem to make SetPaper() work for
ArrayCtrl::HeaderCtrl work. I've included this example
app that demonstrates the problem.

Can anyone see what I'm doing wrong in making this work?

---------- environment and Upp version ------
Linux
Upp-2007.1.i386
---------- example code --------------------
```
#include <CtrlLib/CtrlLib.h>
using namespace Upp;


class ArrayCtrlTest : public TopWindow
{
  public:
    ArrayCtrlTest()
    {
        Zoomable().Sizeable();

  ArrayCtrl::Column & c1 = _SensorInfo.AddColumn("Value", 60);
    ArrayCtrl::Column & c2 = _SensorInfo.AddColumn("Info", 100);

    c1.HeaderTab().SetAlign(ALIGN_CENTER);
    c2.HeaderTab().SetAlign(ALIGN_CENTER);

    c1.HeaderTab().SetFont(StdFont().Bold());
    c2.HeaderTab().SetFont(StdFont().Bold());

    c1.HeaderTab().SetInk(Cyan());
    c2.HeaderTab().SetInk(Cyan());

    c1.HeaderTab().SetPaper(Yellow()); // this does not work
    c2.HeaderTab().SetPaper(Yellow()); // this does not work

    _SensorInfo.NoTrack();
    _SensorInfo.Add(1, "46.0 psig");
    _SensorInfo.Add(2, "2000.0 sccm");
    _SensorInfo.SetReadOnly();

    Add(_SensorInfo.SizePos());
```

```
    }

    ~ArrayCtrlTest() {}

  private:
    ArrayCtrl _SensorInfo;
};


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

Subject: Re: Problem w/ HeaderCtrl.SetPaper() in my app.
Posted by mrjt on Tue, 26 Feb 2008 22:32:02 GMT
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It's a bug, propbably introduced with Chameleon.

Fix - line 74 in CtrlLib/HeaderCtrl.cpp change to:
 ChPaint(w, x, y, cx, cy, IsNull(paper) ? style->look[q] : paper);
Commit?

Subject: Re: Problem w/ HeaderCtrl.SetPaper() in my app.
Posted by mirek on Tue, 26 Feb 2008 23:21:31 GMT
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Thanks, applied.

Mirek

Subject: Re: Problem w/ HeaderCtrl.SetPaper() in my app.
Posted by jlfranks on Wed, 27 Feb 2008 00:18:17 GMT
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This failed to compile for me.

HeaderCtrl.cpp

/home/jfranks/upp/uppsrc/CtrlLib/HeaderCtrl.cpp:74: error: operands to ?: have different types

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Subject: Re: Problem w/ HeaderCtrl.SetPaper() in my app.
Posted by mirek on Wed, 27 Feb 2008 08:36:00 GMT
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Yes:

```
ChPaint(w, x, y, cx, cy, IsNull(paper) ? style->look[q] : paper.operator Value());
```

(BTW, not sure why simple (Value)paper does not work with GCC here, but I gave up...)

Mirek

Subject: Re: Problem w/ HeaderCtrl.SetPaper() in my app.
Posted by mrjt on Wed, 27 Feb 2008 09:30:19 GMT
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Oops. In future I'll double check with MingW before submitting fixes. MSVC says it's fine.