
Subject: [BUG] Ctrl::AlignRight
Posted by [nixnixnix](#) on Mon, 03 Mar 2008 15:01:35 GMT
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When I set AlignRight in the Designer for an EditString item, the compiler doesn't like it.

Nick

Subject: Re: [BUG] Ctrl::AlignRight
Posted by [mrjt](#) on Mon, 03 Mar 2008 15:51:41 GMT
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Not enough information. It works for me, although there is a bug that means that you can't use SetFont and tool tips together (.Tip gets added first).

Can you post the relevant portion of the .lay file?

Subject: Re: [BUG] Ctrl::AlignRight
Posted by [nixnixnix](#) on Tue, 04 Mar 2008 13:50:28 GMT
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The error I get is

```
D:\MyApps\OpenWind\Optimiser.lay(11) : error C2039: 'AlignRight' : is not a member of 'Upp::Ctrl'
C:\upp\uppsrc\CtrlCore\CtrlCore.h(308) : see declaration of 'Upp::Ctrl'
C:\upp\uppsrc\CtrlCore\TopWindow.h(232) : see reference to function template instantiation
'void InitLayout<T,T>(Upp::Ctrl &,L &,D &,OptimiserProgressLayout__layid &)' being compiled
with
[
    T=OptimiserProgress,
    L=OptimiserProgress,
    D=OptimiserProgress
]
C:\upp\uppsrc\CtrlCore\TopWindow.h(240) : see reference to function template instantiation
'void Upp::CtrlLayout<T>(T &)' being compiled
with
[
    T=OptimiserProgress
]
d:\myapps\openwind\Optimiser.h(39) : see reference to function template instantiation 'void
Upp::CtrlLayout<OptimiserProgress>(T &,const char *)' being compiled
with
```

```
[
    T=OptimiserProgress
]
```

D:\MyApps\OpenWind\Optimiser.lay(11) : error C2228: left of '.SetEditable' must have class/struct/union

D:\MyApps\OpenWind\Optimiser.lay(11) : error C2228: left of '.LeftPosZ' must have class/struct/union

D:\MyApps\OpenWind\Optimiser.lay(11) : error C2228: left of '.TopPosZ' must have class/struct/union

My layout file for this class is

```
LAYOUT(OptimiserProgressLayout, 780, 156)
ITEM(Label, dv___0, SetLabel(t_("Iterations")).LeftPosZ(12, 96).TopPosZ(32, 19))
ITEM(EditInt, m_nTurbs, WantFocus(false).SetEditable(false).LeftPosZ(116, 56).TopPosZ(8, 19))
ITEM(EditInt, m_nIterations, WantFocus(false).SetEditable(false).LeftPosZ(116, 56).TopPosZ(32, 19))
ITEM(EditString, m_fArrayLoss, WantFocus(false).SetEditable(false).LeftPosZ(116, 56).TopPosZ(128, 19))
ITEM(EditString, m_fCF, WantFocus(false).SetEditable(false).LeftPosZ(116, 56).TopPosZ(104, 19))
ITEM(Option, optionGrossE, SetLabel(t_("Gross Energy")).LeftPosZ(12, 96).TopPosZ(80, 19))
ITEM(Label, optionCF, SetLabel(t_("Capacity Factor")).LeftPosZ(12, 96).TopPosZ(104, 19))
ITEM(Option, optionNetE, SetLabel(t_("Net Energy")).LeftPosZ(12, 96).TopPosZ(56, 20))
ITEM(EditString, m_fGrossE, WantFocus(false).SetEditable(false).LeftPosZ(116, 56).TopPosZ(80, 19))
ITEM(EditString, m_fNetE, WantFocus(false).AlignRight(true).SetEditable(false).LeftPosZ(116, 56).TopPosZ(56, 19))
ITEM(Option, optionArrayLosses, SetLabel(t_("Array Losses")).LeftPosZ(12, 96).TopPosZ(128, 19))
ITEM(OPLabel, opLabel, HSizePosZ(216, 12).VSizePosZ(32, 8))
ITEM(Label, dv___12, SetLabel(t_("Turbines")).LeftPosZ(12, 60).TopPosZ(8, 19))
ITEM(Label, dv___13, SetLabel(t_("MWh/yr")).LeftPosZ(176, 40).TopPosZ(80, 19))
ITEM(Label, dv___14, SetLabel(t_("")).LeftPosZ(176, 40).TopPosZ(104, 19))
ITEM(Label, dv___15, SetLabel(t_("")).LeftPosZ(176, 40).TopPosZ(128, 19))
ITEM(Label, dv___16, SetLabel(t_("MWh/yr")).LeftPosZ(176, 40).TopPosZ(56, 19))
END_LAYOUT
```

Any ideas?

Nick

Subject: Re: [BUG] Ctrl::AlignRight

Posted by [masu](#) on Tue, 04 Mar 2008 14:08:47 GMT

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Hi Nick,

I think it should rather be:

ITEM(EditString, m_fNetE, AlignRight(true).WantFocus(false).SetEditable(false).LeftPosZ(116, 56).TopPosZ(56, 19)), since WantFocus() return reference to Ctrl and not to EditField which in turn defines AlignRight().

Matthias

Subject: Re: [BUG] Ctrl::AlignRight

Posted by [mrjt](#) on Tue, 04 Mar 2008 14:10:05 GMT

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Fix:

Change CtrlLib/CtrlLib.usc starting line 422 from:

```
Frame SetFrame = InsetFrame();
Font SetFont = StdFont();
bool SetEditable = true @1 ? "Editable";
bool WantFocus = true;
int MaxChars;
bool AlignRight;
Text Tip;to:
bool AlignRight @1;
int MaxChars @2;
Font SetFont = StdFont() @3;
bool SetEditable = true @4 ? "Editable";
Frame SetFrame = InsetFrame() @5;
Text Tip @6;
bool WantFocus = true @7;
```

After that you will have to get the Layout manager to refresh the .lay file. Changing from text/layout should work, but setting then clearing WantFocus for each ctrl will definitely work.

The number after the @ char determines the order that the calls get added to the .lay file. If missing the order they are listed determines the order, but this sometimes seems to go wrong, and most of the Upp ctrls don't have the ordering explicitly stated.

James

Subject: Re: [BUG] Ctrl::AlignRight

Posted by [mirek](#) on Tue, 04 Mar 2008 14:33:14 GMT

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Thanks, patched.

Subject: Re: [BUG] Ctrl::AlignRight
Posted by [mrjt](#) on Tue, 04 Mar 2008 14:39:04 GMT
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Cool. This seems to be a recurring problem (I think I've seen it mentioned before anyway), and is linked to this line in `ide/LayDes/item.cpp`:

```
Vector<int> o = GetSortOrder(property, FieldRelation(&ItemProperty::level, StdLess<int>()));
```

Presumably the intent here is to leave all properties that haven't had a specific order set (have level = 0) in the same relative place in the list. Is it possible that the algorithm used for sorting here is moving them?

That would explain the problem, but it might be easier/more sensible just to add fixed orders to all the properties anyway.

Subject: Re: [BUG] Ctrl::AlignRight
Posted by [nixnixnix](#) on Tue, 04 Mar 2008 16:05:39 GMT
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Thanks. I will wait for the next beta update. for now I just added it explicitly.

Cheers,

Nick
